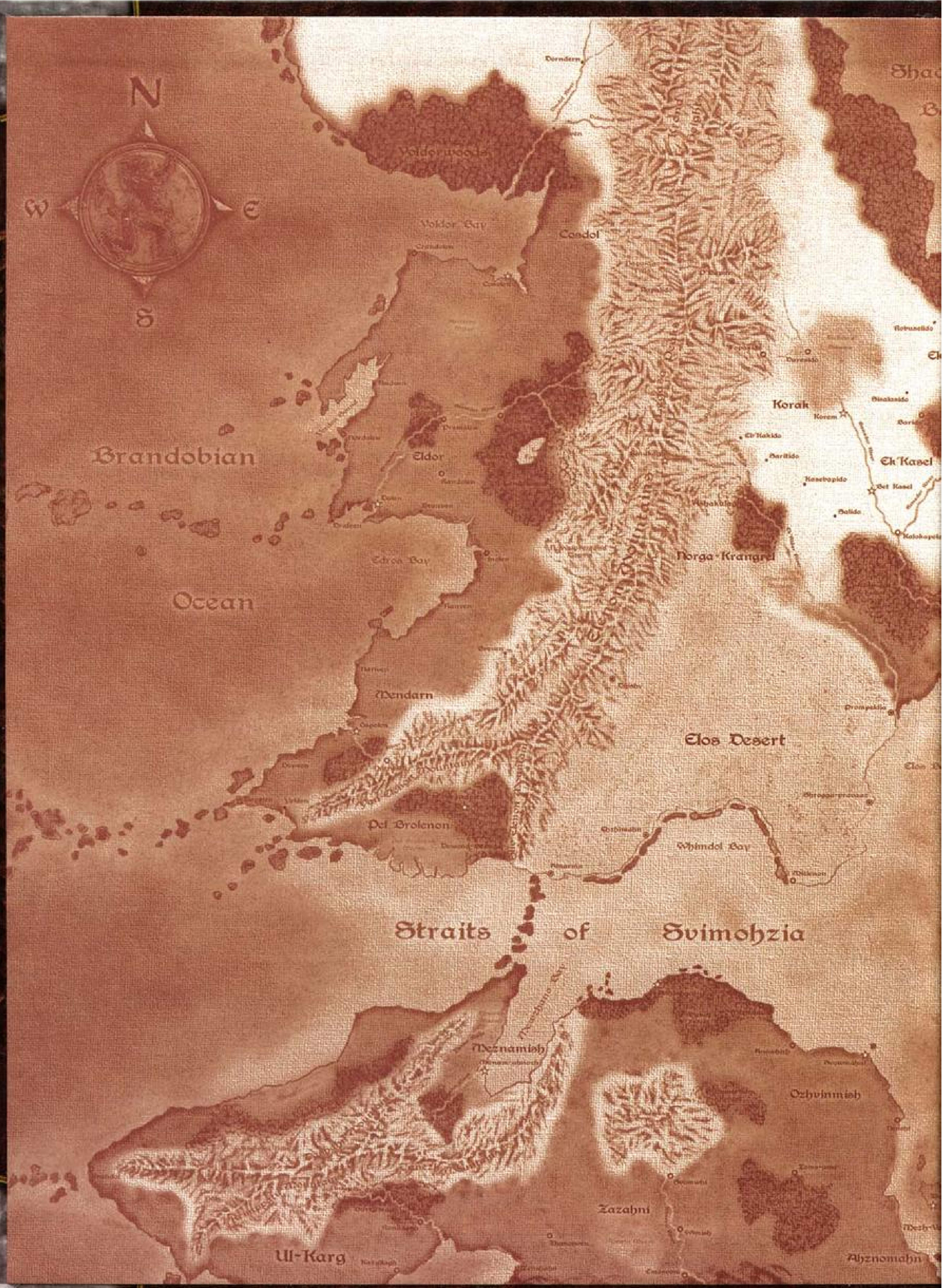
Dungeons & Dragons®

Kingdoms of Kalamar™

Campaign Setting Sourcebook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Whindol Bay
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Meznamish
Ozhvinmish
Zazahni
Ul-Karg
Ahznomahn

Jorakk Mountains
Torakk
Lake Jorakk
Slen
Drhokker
Shynabyth
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The Battle of Kadir Ridge: Day Four

The dwarves and gnomes of the Fortress of Irontop launch a desperate surprise counter-attack, while Marshal Jevanik orders his goblin, ogre and fire giant allies forward. By the end of the fifth day, Marshal Jevanik's Legion would hold the citadel and the heart of Karasta, the once mighty dwarven nation.

Humans might never have reached the continent had it not been for a dispute between Rotak the Traveler and the Storm Lord. Bright Eyes wanted his human followers to experience the peaceful places inhabited only by the dour dwarves and joyful elves. So it came to pass that He did raise a giant causeway from the shores of Svimohzia to the continent, ending it near the mouth of the Ridara River.

Journeymen and other ardent followers of the Blessed Navigator followed the beckoning bridge and rejoiced. His people found friends among the halflings and the gnomes. Some, if they could find them, learned secrets of crafts and tools from the reticent dwarves. Others who crossed the bridge even met reclusive elves and gained great knowledge from them. Truly, Rotak the Voyager had given a great gift to mankind.

When the brave travelers returned to their people on Svimohzia, they did speak of the wonders to the north and did lead masses who were unwelcome elsewhere on the island into the unknown. In this way did the Dejy come to the continent from Svimohzia.

At first the Dejy enjoyed the Ridara Valley, but they were intrigued by the towering Ka'Asas, mightier than anything on Svimohzia. Many Dejy wandered east. Some headed north in search of the headwaters of the Ridara, then continued northwest into the modern Young Kingdoms. The Dejy enjoyed the peaceful river valleys of the Ek'Ridar, the Banader, and the Renador. They established small villages in those places, but their largest numbers learned to tame the wild horses of the Dhrokker Plains and live there still. Over thousands of years, the Dejy left almost no part of the continent untouched.

And The Nimble Navigator smiled down upon his children.

The Storm Lord was enraged. First, because rage is always his initial reaction to change. Second, the land bridge slowed down his massive storms that built strength in the Kalamaran Bay and tore along the coast, wiping away any settlements along the shore. Third, he enjoyed trying to thwart and torment the Traveler and His followers with his insufferable storms. He caused the ocean to rise in anger, eroding the causeway and drowning what was left in rising seas.

Our Lord the Traveler built it again.

The Storm Lord destroyed it.

This battle repeated itself over and over.

On the second raising, the Fhokki came into the Ridara Valley. Some conquered various Dejy tribes, intermarried and became racially indistinct. Others, wanting their own lands (and not being numerous enough to force the Dejy out) rose north, where they found the Shynako Hills easy crossing into the present Wild Lands. Some tribes stayed near the headwaters of the Dodera and became plentiful. The rest continued upward until they found the Jenshyta and followed it as far as they could. It led to the Jorakk River and all the way to Lake Jorakk. They settled along both sides of its shores as their numbers increased. The Fhokki even continued once they reached the Jorakk, heading west and filling the area between the Byth Mountains and Lake Jorakk

The causeway washed away while the Fhokki explored the northeast.

The Traveler raised it again and intrepid Brandobians explored the new opening. They moved more westward than the earlier explorers and also moved more quickly. In virtually no time at all, they had skirted the Elos Bay and crossed the Legasas to settle along the warm and benevolent Brandobian Ocean. Their movement was so quick that they left virtually no legacy of their heritage in the bloodlines and place names along their path.

When next the bridge rose, two distinct races used it. The fewer, but bolder, Reanaarians crossed and immediately headed east, where most of them lived on the eastern shores of the Badato River. Later they crossed the P'Foruls and first saw the Bay that now carries their name.

By this time, the Storm Lord's constant destruction had wrought havoc on the Ridara's mouth. The firm valley had sunk into the warm, wet delta now known as the Alubelok Swamp.

While the Reanaarians avoided the swamp, the Kalamarans stayed long enough to learn how to use it. The Kalamarans discovered wild rice growing within and cultivated it. Within a few generations, their numbers had swelled, and they were forced to expand beyond their swampy home that nobody else wanted. They could not retreat back to the island, however; the Storm Lord had struck again.

By this time, the Traveler had grown weary of the game and chose to end it. Each time the land bridge was sunk, many of His ardent followers were destroyed. Pained at seeing so much destruction to man and earth, he allowed the Storm Lord to claim an apparent victory. The causeway remained beneath the waves.

Meanwhile, the Traveler won His war with the Storm Lord by outmaneuvering him. He simply brought another gift for man; in His infinite benevolence, He taught men and elves the secrets of sailing. Thus the Magnificent One's grateful followers could not only travel, but they would use the Storm Lord to propel them!

They already knew small boats and galleys that put to shore every night, but sailing ships were a new marvel for them, and they took to the task with great energy. The Brandobians, especially, became marine experts, exploring thousands of small islands to the west of the continent, establishing cities along the Elos Bay and bringing trade to the Kalamaran Bay while the Reanaarians were still experimenting with canoes. Filled with wanderlust, the Brandobians also explored eastward and took the lands east of the Legasas all the way to the Renador River. And the Voyager did grin.

The growing population, the new trade with the Svimohzish, and the other factors in Kalamaran history gave the Kalamarans great impetus to expand. They quickly pushed northward, driving the rest of the Fhokki out of O'Par and Dodera, then westward, shattering any resistance before them.

The expansion of the Kalamarans begins recorded history in the Sovereign Lands.

The Anol Fragment of the e'Bilosu Doril

The Journeymen, clerics of the Traveler, carry a set of holy scriptures entitled The Endless Journey (or e'Bilosu Doril in Kalamaran). The Temple of the Stars long ago ordained that the Endless Journey's text could only be properly inscribed in the margins and backside of a Journeyman's largest navigational map. The Anol Fragment, named after the author who signed the work, is a portion of one such map dating back over 500 years to the reign of Queen Lelana. The fragment contains the hotly contested telling of the story of human migration. Aside from the choice of written language (Ancient Kalamaran), the text itself betrays the author's lineage.

The cursory mention of Kalamaran history and the ignorant or perhaps arrogant assumption that recorded history began with Kalamaran expansion indicate that the author knew well enough the then-recent Kalamaran history of expansion. While ample evidence exists that suggests that the tale has some grounding in actual fact, the majority of the work appears to be idle speculation and several key factual events have been misstated or entirely ignored. Still, the Fragment is the oldest recorded description of the migration events and its age alone provides a certain authority.

Kingdoms of Kalamar

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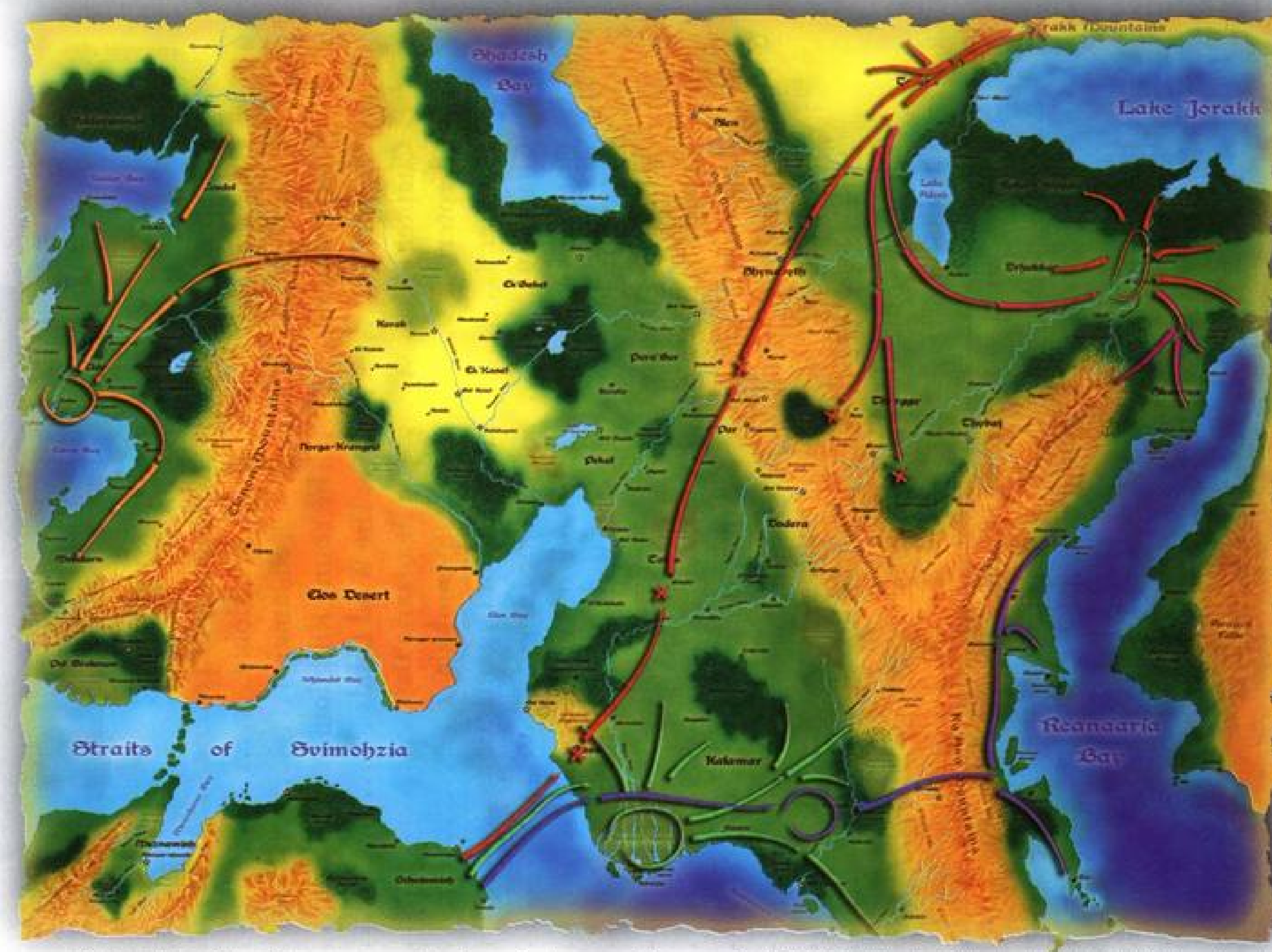


Despite evidence of several attempts at peaceful settlement in what are today known as the Ubikokeli Highlands and Shynako Hills, the Fhokki (shown in red) continued their migration north to the lands and forests surrounding Lake Jorakk. Ancient burial sites in these areas bear witness to the conflicts of the Dejy and Fhokki of the time. Little evidence exists to discern the Brandobians' exact path (shown in orange) up to P'Bapar Pass. Once within this Legasa valley, ancient Brandobians left signs of their passing in the form of cave markings and burial plots. Scholars debate whether the Brandobian migration occurred before the Fhokki movements, but the few clues that might substantiate such claims are contradictory.

The Kalamarans (shown in green) and Reanaarians (shown in blue) migrated last, but again, the learned debate over the order in which they left the Isle. No firm evidence indicates that these peoples coexisted, but most sages believe that the Kalamarans pushed the more peaceful Reanaarians from the central plains of Kalamar toward the mountains. History teaches that bands of humanoids forced the Reanaarians from what is now called the eastern Kalamaran plains over the Ka'Asa Mountains. Their exact path remains a mystery.

Chapter 1

The Humans of Tellene

Within this tome, many references are made to 'Tellene'. Tellene is a continent, though its inhabitants believe it encompasses the entirety of the planet. Tellene has a warm-to-temperate climate. The southernmost tip of Tellene lies at roughly 20° latitude, while the northernmost explored areas rest at about 54° latitude. The sun rises in the east and sets in the west.

Many different races of beings populate Tellene. The various human races share Tellene with elves, dwarves, gnomes, halflings and many types of monsters, including a wide variety of humanoids. Hobgoblins are the most prominent humanoid race. This is not to say that hobgoblins are the only humanoids, or even the most numerous, as orcs, kobolds, goblins, giants and other humanoid races also exist on Tellene in large numbers. But the hobgoblin race has become far more civilized (by human standards) than the other humanoids. They have established a foothold amongst the advanced human and demihuman races by establishing the kingdoms of Ul-Karg and Norga-Krangrel.

The Origin of the Humans

Scholars often refer to the Svimohzish Isle as the Cradle of Civilization because today's civilized humans descended from the Isle's original inhabitants. The name is a misnomer, however, because millennia before the humans of the Isle ever formed the rudimentary elements of organized society, many great demihuman and humanoid civilizations had risen and fallen on the main continent. Additionally, many sages believe that ample evidence exists of one or more great Dejy (human) empires in several areas of continental Tellene, predating any migration from the Cradle of Civilization.

The early human clans who lived on the Svimohzish Isle practiced simple hunting and gathering of the resources on their bountiful island. They lived on Svimohzia happily until certain tribes migrated away from the Isle. Today, sages disagree as to whether the tribesmen were pushed out over time due to overpopulation or left voluntarily due to food shortages, plague, pestilence, war, fire or some other trouble. In any case, whether it was, in fact, none or all of those catastrophes, whatever plagues had befallen the tribesmen came and went over the course of centuries. During each of the periodic disturbances, different tribes ventured across what is believed to be a land bridge that once or periodically rose from the waves to connect the Isle of Svimohzia to the main continent. The simple clansmen that crossed the bridge to finally reach the wetlands of the Alubelok Swamp were certainly greeted with an amazing assortment of plant and animal life. They more than likely found an abundance of wild rice and edible berries growing, large quantities of wild honey and flocks of waterfowl that could be easily captured.

Kalamarans Today

The ancient Kalamarans had red hair, with occasional browns and blondes. Their skin was olive in color, and their eyes were blue, hazel, or gray. Today, however, because the mighty Kalamaran Empire touched all human races, the diversity among them is great. Every combination of skin tone, hair and eye coloration, as well as build, can be found among the Kalamaran populace. Only the nobility, who marry chiefly among themselves, retain the classic red hair with any frequency. Their size varies greatly, with the tallest people in the north and the shortest to the west.

The Kalamaran language is spoken throughout Kalamar and the remaining elements of the former Empire. It is the native tongue of the inhabitants of the Young Kingdoms, even those who might be of

Brandobian lineage or otherwise. Because of the many other peoples conquered and assimilated by the Kalamarans and the great size of the former empire, the dialects are many and varied. Natives of different regions have difficulty understanding each other's speech, although at this point in time, their written words are still nearly identical.

Brandobians Today

The stereotypical Brandobians have brown hair, brown eyes and fair skin. Today, their hair ranges from sandy blonde to nearly black, and their skin is fair to medium in tone. Their eyes are still largely the same, ranging only from brown to black. They tend to be shorter and slighter than the other human races.

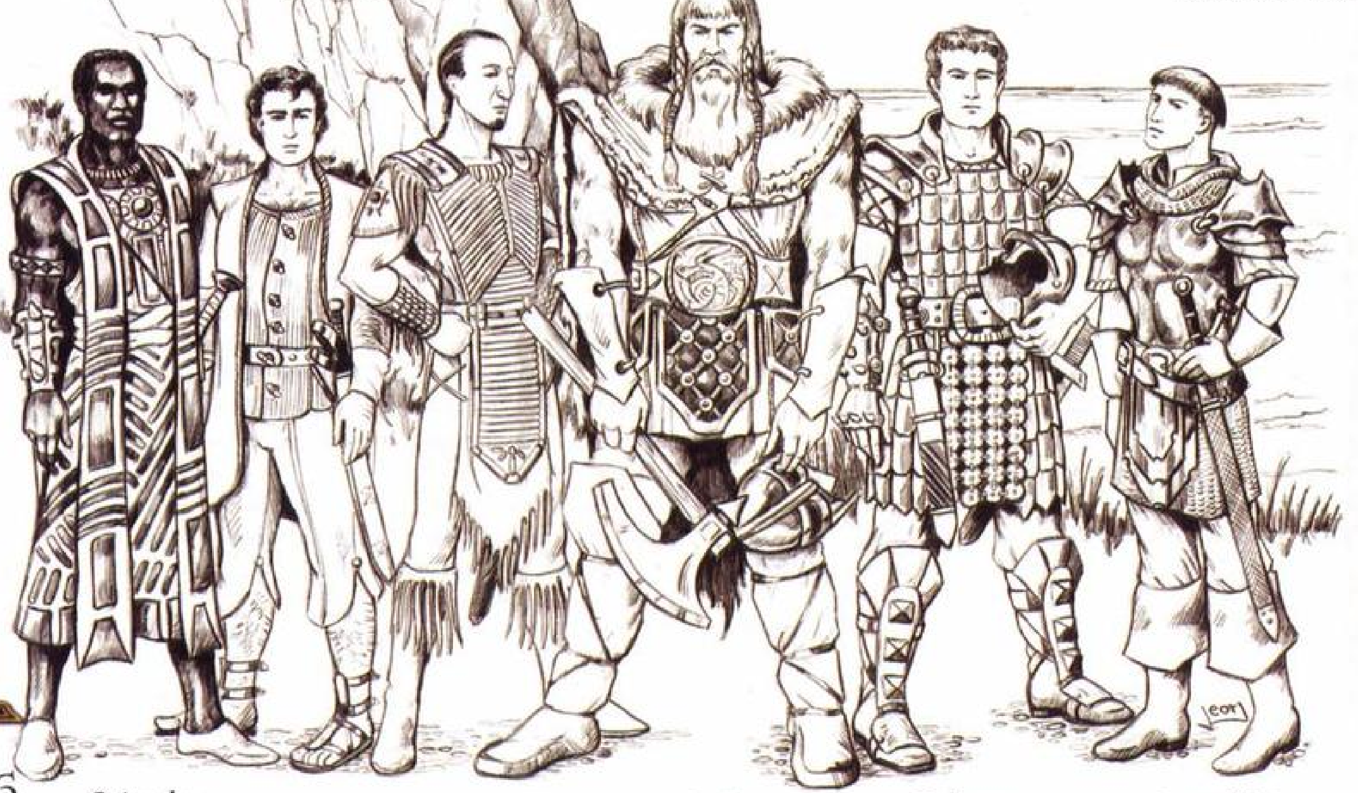
Brandobians today have the least contact with other races. They have several cultural curiosities not found in other lands. They are not affectionate people in public and generally prefer to keep contact with others to a minimum. Brandobians bury their dead face down or cut off a foot to prevent the dead from rising as undead.

The Brandobian language is used in their lands, colonies, including Miclenon, and many former colonies such as Alnarma, Vrandol and along the Elos coast. (Prompeldians now use Kalamaran or the Merchant's Tongue). The colonies like to accent it with their own spellings, pronunciations, and words, but continental Brandobians resist changing the language in any way. A few demihumans in the Young Kingdoms still understand some Brandobian, but they do not often speak it; after all, over 500 years has passed since the establishment of Eastern Brandobia. Despite the passage of time, there are still a few villages in the Young Kingdoms, especially north of P'Bapar, that speak a dialect of Brandobian because they were bypassed or for some reason never occupied by the Kalamarans.

Dejy Today

The Dejy are the most varied of the human races. Their division into tribes as small as a single village or the size of Bet Kalamar gave rise to diversity of appearance, tongue, and culture. They do share certain physical traits, but only to a degree. They tend to have dry black hair, deep brown eyes and yellow skin. If they grow any facial hair, it is a small tuft at their chin. Within those guidelines, they vary greatly in appearance. The Chors tribe, for example, are short and squat, grow their hair long, and titter quietly when they laugh. By contrast, the Defohy, currently embroiled in bitter conflict in their home in Ek'Gakel, are tall and narrow of face, with high foreheads and long limbs.

Some Dejy clans have strong traditions that have retarded their technological innovation. The social dominance of their clerics, the prevalence of certain tenets of the Conventicle of the Great Tree (even among those tribes that do not follow the Bear), their nomadic tendencies and



Svimohz *Reanaarian* *Dejy (Defohy)* *Fhokki* *Kalamaran* *Brandobian*

centuries of tradition have prevented many tribes from matching the technological advances of other human cultures. Highly skilled flintworkers, powerful clerics and sorcerers, and raging barbarian warriors have kept many Dejy tribes from being overwhelmed by their enemies. Tribes of Dejy with little outside contact still live largely apart from time, in pockets of the stone age of Tellene's past. Yet other clans have evolved into modern nations such as the great Theocracy of Slen, its warring neighbor, Shynabyth, and Thybaj.

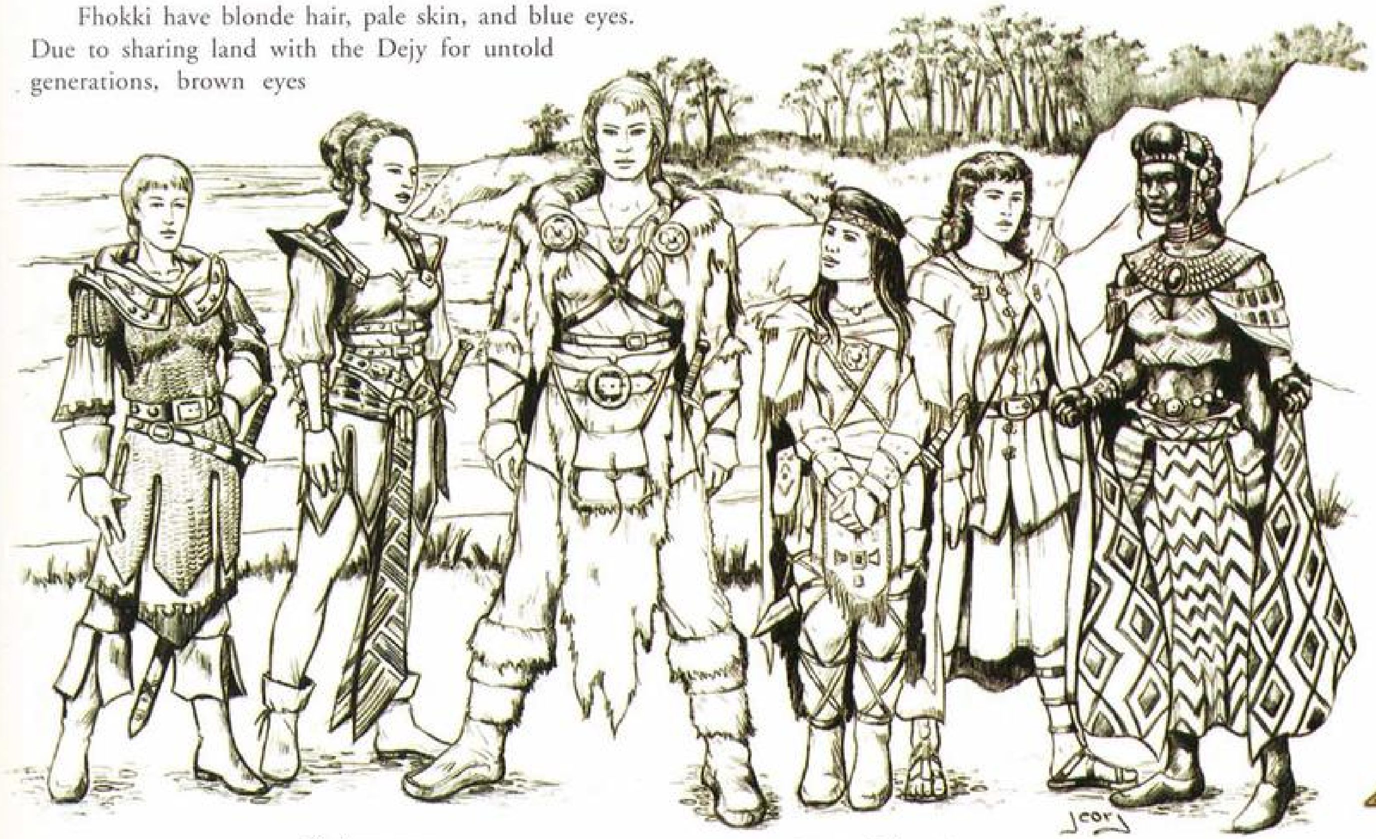
The Dejy have a long history of spoken language, and each tribe has its own tongue. Scholars might identify patterns or families of these languages, but the Dejy see little point in it. None of the tribes has any written language. The Dejy generally speak their own language among themselves and only those that must deal with outsiders learn to speak another language. With respect to the nomads and tribesmen, when they learn to speak another language, they still see no point in learning to read it. In the various nations and cities descended from Dejy, they have adopted a nearby human or demihuman language for recording history or transactions. For example, the City State of Thygasha uses alternately Reanaarian, Fhokki, Gnome and Merchant's Tongue!

Fhokki Today

Fhokki have blonde hair, pale skin, and blue eyes. Due to sharing land with the Dejy for untold generations, brown eyes and slightly darker skin are now common as well, and blonde is no longer the only hair color. Those who lived in O'Par or Dodera before the Kalamarans drove them out might show some red hair; a reminder of their oppressors. Fhokki tend to be the tallest of the human races, and in areas of pure Fhokki, a man under six and a half feet tall is rare. Men consider beards a mark of adulthood and only the very old or certain priests may shave theirs without inviting ridicule.

Fhokki are a vibrant people. They love to laugh, they love to love, and they love to fight. When this aggressive personality is matched to a large frame, the effect shocks the peace-loving Reanaarians or the cultured Brandobians. Fhokki prefer simple log homes large enough for their extended family. They prefer working with their hands, and many Fhokki distrust wizards or scholars. Fhokki burn their dead on great pyres with the possessions that best represented that person's life and desires.

The Fhokki language is surprisingly intact from ancient days, despite only recent adoption of quill and paper. Loremasters among the people painted onto stone or tree bark and have only used ink for the last hundred years or so. Fhokki is spoken in the lands of Jorakk, along the banks of the Jorakk River and in Skarrna, although its runes appear across the Wild Lands and as far South as Dodera.



Brandobian *Kalamaran* *Fhokki* *Dejy (Chors)* *Reanaarian* *Svimohz*

Reanaarians Today

Reanaarians have brown hair and eyes and their skin ranges from olive to darker tan. Hair spans the full range short of black–from blonde to red to brown, with medium brown being most common. The people are often shorter than Kalamarans (and much shorter than their Fhokki neighbors to the north), but their frames are strong, unlike the slender Brandobians.

Reanaarians live the closest to the demihumans of Tellene. Gnomes, halflings, dwarves, and even elves share their towns and cities. Reanaarians prefer to live in villages and govern themselves; a network of hundreds of these villages covers the Bay where they live. The Reanaarians are fond of crafts and they work hard, but they also like to enjoy themselves. Because they respect many faiths and share their lands with demihuman cultures, the Reanaarians have more holidays than any other people.

For the most part, Reanaarians speak their own language, although through trade it has lost much of its original character. Most folk speak at least a few words in a demihuman language (any of them) because they associate with these races so often. Those that live in cities tend to speak Merchant's Tongue as a primary language.

Svimohz Today

The Svimohz actually encompass nearly as many cultures as the widespread Dejy. Their skin is very dark brown when not actually black, and their hair is black as well. Eyes are sometimes gray but few folk ever see anything but black and brown eyes in each other or in the mirror. Height ranges from culture to culture, with the Zazahnii being generally shorter and the Meznams taller than the Ozhvins and Ahznoms.

Svimohzish culture is ancient and rich. The people are formal and have distinct social rules. Strangers are greeted warmly, and guests are treated like royalty. Bargaining in the marketplace is hard, but both parties are respectful and polite. The tradition of a dowry is still alive and shows no sign of being abandoned soon. The Svimohz bury their dead in catacombs when possible, and of all the human races, save perhaps certain Dejy clans, they are most prone to become obsessed with death or the preservation of their bodies.

The Svimohzish language is spoken across the island. Many native Svimohz speak no other human language. Svimohzish is recognized in major ports because of the importance of Zha-nehzmish as a trading partner. People in port cities often speak the Merchant's Tongue. Among central Svimohzia, the hobgoblin language is widely understood because of the neighboring hobgoblin kingdom of Ul-Karg.

Warfare and Technology

A warm climate and a normally good proliferation of food have allowed the population of Tellene to soar to over 26 million human inhabitants. The warm climate also allows for an extended campaign season. Wars are fought almost year-round, especially in the southern regions. Thus the Mendarn-Pel Brolenese border skirmishes and the Zazani civil conflicts continue throughout Tellene's thirteen months. Even in the central and northerly regions, only two or three months of winter go without combat, and some northern cultures merely change their tactics when set upon by the cold and snows of winter.

Superior generalship and the footsoldier's tenacity form but two elements of the triad that constitutes irresistible military power. The third key is technology. Superior technology can balance the odds for an inferior foe or assure victory for an evenly matched opponent. The physical manifestation of said equalizer bears an alluring yet insidious name - *steel*. It is both the razor's edge and the anvil's implacability. Against it blades of iron are shorn and those of bronze dulled.

The knowledge of steel is a jealously guarded secret. The dwarves had been making steel weapons, tools and armor for many centuries before the first human folded a steel blade. Emperor Thedorus I became the first recorded human leader to employ steel in his military. Legend has it that the dwarven king of Karasta saw fit to reveal this secret technology to the young Thedorus. While the veracity of this tale cannot be certified, the ability to craft steel was a skill found only among the various demi-human kingdoms and now within the Kalamaran Empire for the better part of three centuries. For good or evil, it is steel Kalamaran blades that won out an empire and steel breastplates which held back the barbarian encroachment.

Eventually, others learned the secret and forged steel. Now, steel metalworks are produced throughout Tellene, although it is primarily produced in the current and former Kalamaran Empire, Brandobia, Zoa and Svimohzia. In remote areas, such as near Lake Jorakk, or northern Cosdol the locals have difficulty obtaining steel weaponry. The nomadic Dejy use steel but purchase it from others, as do the Torakki. Most tribes and nomads also use iron, bronze or even stone tools.

Religion

The majority of the people on Tellene are polytheistic; that is, they believe in more than one god. A person may or may not worship multiple deities, but she will most certainly acknowledge their existence. Tellene is home to magic, both divine and arcane, and a large pantheon of gods whose clerics, if not themselves, are

constantly involved in the affairs of Tellene. Wizards and sorcerers are not overly common and common people accept most unusual and seemingly inexplicable events as the work of one of the gods rather than arcane magic. In smaller communities, the townsfolk easily confuse wizards and especially sorcerers with clerics, and arcane spells may be misconstrued as miracles or portents of the gods. This can work to a spellcaster's weal or woe depending on which god the commoners believe sent the miracle.

Climate of Tellene

It is fortunate for the inhabitants of Tellene that nature is not numbered amongst their enemies, for Mother Tellene is most generous to her creatures. The gentle climate produces an adequate growing season as far north as Lake Jorakk. In most areas, drought, floods and pestilence are so rare that they are more likely to be recalled as childhood stories than actual experiences.

The Svimohzish Isle (with the exception of the Vohven Jungle) and the country of Tarisato have sub-tropical climates. The coastal areas are very hot and humid for most of the year. While uncomfortable for most races, conditions are excellent for growing crops such as rice. Planting and harvesting are done year-round with abundant yields being the norm. The central highlands of Svimohzia are cooler and drier. A vast savanna stretches from the Dashahn Mountains eastward to the Kalamaran Sea. Herd animals graze upon this fertile plain and predators, such as lions, are common.

Brandobia has a mild, sunny climate that is moderated by warm, off-shore ocean currents. Even in Cosdol, rains are more common than snow, except in the middle of winter. Voldor Bay is infamous for the thick fog that makes navigation nearly impossible for all but the most seasoned of captains. In Mendarn, the pleasant temperatures and ample amounts of rain allow year-round growth of a variety of fruits and vegetables. Eldor is more temperate and snowfall is a rare occurrence. Rain is very common and is largely responsible for the vast extent of the Lendelwood.

The Wild Lands have a climate with four distinct seasons and a full range of temperatures. The winter lows are often below zero with fierce, biting winds raging across the open plains. Summers can be very warm (90°F days are not uncommon) and are sufficiently long enough to permit the growth of many crops.

The Young Kingdoms and Pekal enjoy a mild, temperate climate. The broad inlets of water (Shadesh and Elos Bays) spare even Ek'Gakel from the severe winters characteristic of the Wild Lands. While it will snow north of the Banader and Renador Rivers, it is unusual for snow to remain on the ground throughout the winter. Being dry, the Young Kingdoms are free from summer humidity. It is not until one reaches Pekal that a muggy summer season is encountered. Wheat and rye are the staple crops in the Young Kingdoms, while corn is grown from Pekal through Tokis. Basir and Kalamar grow abundant crops of rice along their shorelines. Severe weather is a problem for Basir, Kalamar and the east coast of Svimohzia, as they are prone to hurricanes during the winter months.

This hospitable climate and the resulting agricultural bounty have freed mankind from the tyranny of the soil. The growth of cities has been fueled by the large number of former farmers now able to seek employment as artisans, craftsmen and merchants. But the same soil that provides so well for man's needs also imparts sustenance to a myriad of hostile creatures. The lands outside human or demihuman dominion teem with wild beasts and intelligent humanoids. The seas, while bestowing a plenitude of fish, are fraught with both human and inhuman predators.

Cities and Towns

While the maps show all of the largest and most important human cities, not all of the towns appear on the maps. Towns move, grow larger, fall prey to humanoid or monster attack, and are otherwise too impermanent to include every one of them on the map. Those featured are important in some way; they might be the home to an important person, have important harbors or garrisons, or might have a large demihuman settlement deserving of credit. DMs using the map should feel free to add or change towns as they wish.

The cities described in the next several chapters follow this format:

Name: The common name and any previous names, nicknames, or popular racial names.

Population: The total and breakdown by race. The population does not include the number of regular soldiers who might be detailed under Military, below. Any soldiers described as militia, however, come from the local population.

The City at a Glance: This section describes a visitor's first view of the city: the people and their dress, the level of activity, attitudes toward strangers, their language and accent, the cleanliness and outstanding architectural designs, or anything else worth noting when characters first enter the city gates. A DM might wish to read this information to players as player characters enter the gates. She could also use hints from it to roleplay their entry.

Government: The real leader and possibly secret forces behind her form the government. Potential heirs or disputes over inheritances might be listed here also.

Competitors or supporters of the main government find their way into this listing.

Economy: Economy includes major imports and exports and how most of the people earn a living. Dungeon Masters will find this information convenient for determining which guilds are the largest and most powerful, deciding which supplies might be easy or difficult for the adventurers to find, or finding an occupation for random NPCs the PCs meet.

Military: The military lists not just numbers of the armed forces, but their morale, disposition, and exceptional leaders. The section also includes mercenary groups and their principals or availability for hire.

Temples: The largest temples plus religious fanatics of false or alternative beliefs, heretics, and prophets of all kinds. Absence of mention does not mean that adventurers cannot find a cleric of a certain religion in this city or town; it only means that the cleric does not operate a large temple. In a city large enough, a cleric of virtually any faith might operate a shrine out of his own home or preach on public streets to any who will listen.

Mages & Sages: These NPCs include wizards who might hire adventurers, sages that might provide them with clues (or puzzles), potential mentors or mercenaries who might cast spells in exchange for gold or services.

When using NPC sages, the DM can assume the sage has five Knowledge ranks in a general category of interest and up to ten for a specific topic within that area. A sage knowledgeable about enchanted weapons, for example, might have five ranks in all weapons and eight ranks in magical swords from his homeland. The DM can roll for the sage's Intelligence score (which modifies his final roll), assign an ability score, or simply give average NPC sages a +2 Intelligence modifier.

Sages might also have other skills that provide synergy bonuses or allow the sage to be able to exercise his knowledge at all. For example, a scholar who specializes in elvish history before the coming of humans should be able to speak Elvish. Using this simple method of describing sages keeps the DM from creating details that will never come into play for these important NPCs.

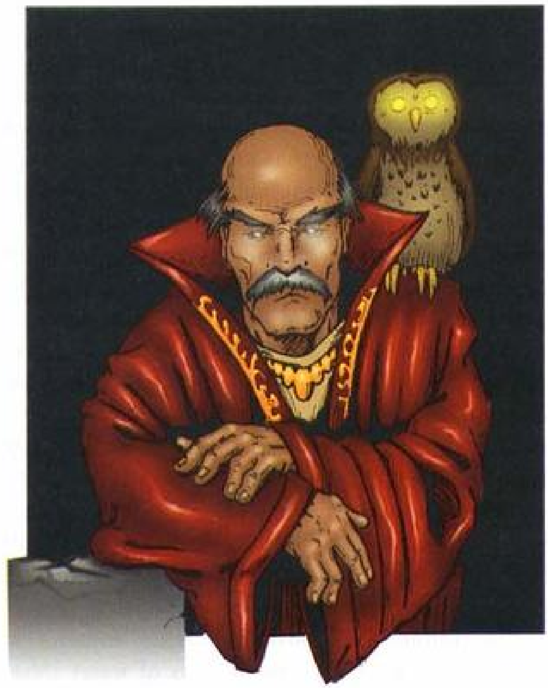
Underworld: This section describes the thieves' guild, if there is one (or more than one), and the general tone and prevalence of crime in the city or town. It might also describe the effectiveness of the police in preventing crime.

Interesting Sites: These sites include historically important sites such as battlefields, economically important ports or trade centers, and artistic centers (theaters, museums, conservatories, etc.). Universities, hospitals, orphanages and other sites fall under this category as well.

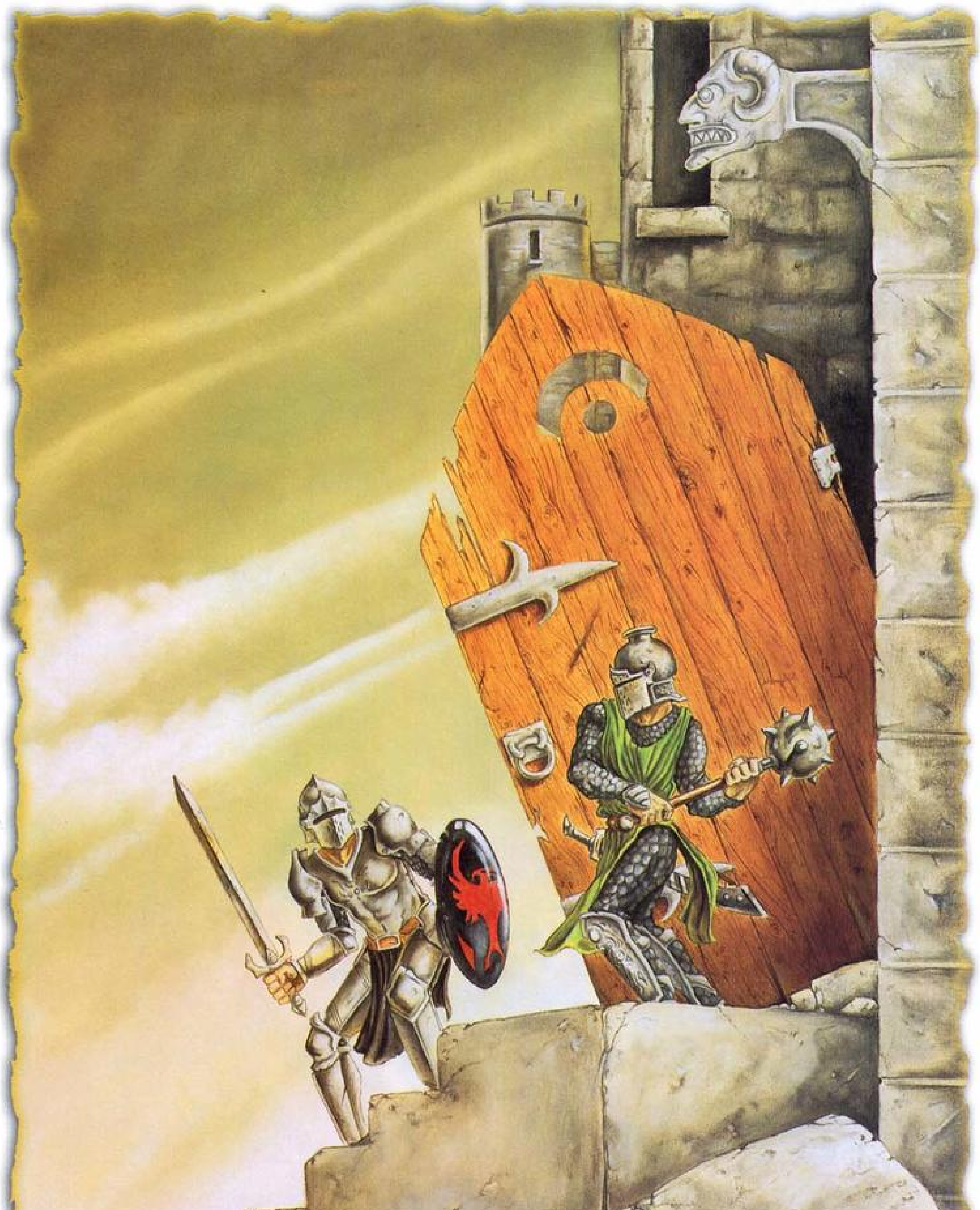
Special Notes: This section varies from city to city. It might include steep entry taxes, special laws or just weird stuff. A city along an alluvial flood plain that sits in a flooded river for three months out of the year, a town protected by a friendly storm giant, or a dwindling city with a large number of emigrants all deserve special consideration. Rumors and adventure seeds may appear here as well.

Perusing the personalities in these descriptions might lead to the conclusion that powerful NPCs litter the countryside. Actually, those high-level personalities mentioned are outstanding because of their accomplishments, their character level, or both. The mention of three wizards in a city might include every wizard in that city. These personalities are the movers and shakers of the Sovereign Lands.

On the other hand, a DM running a higher level campaign might find that the levels given here do not impress or challenge her player characters. The world has sufficient room for additional powerful NPCs. Skilled warriors serve as soldiers or sergeants because they lack the tact, temper, or administrative capability to rise in the ranks. Adventuring wizards move from city to city, making it difficult to pin them down for a text like this. Rogues thrive on anonymity and a DM who wishes to place another assassin or kidnapper in a bustling city's underbelly will not compromise his campaign's integrity in the least. In short, the DM should feel free to add or remove exceptional NPCs or raise or lower their levels as needed.



The eccentric wizard Zenith has run Bet Rogala's famous College of Magic for thirty years.



Voldorwoods
Almven
Dalmond River
Krond
Voldor Bay
Crandolen
Cosolen
Cosdol
Napalido
Legasa Peaks
Andven
Premolen
Nordolen
Eldor
Randolen
Dalen
Bronven
Dralven
Rinukagh
Edros Bay
Inolen
Ranven
Elenon Mountains
bian
Breven
Narlven
Dijishy
Mendarn
Ospolen
Ospremond Hills
Dopven
Narnolen
Dayolen
Yelden
Van Elenon Mountains
Vrendolen
Pel Brolenon
Dowond-Brandel
Chzhimahn
Alnarma

Chapter 2

Brandobía

While conflicting in many areas, the oldest recorded Brandobian histories do agree that the Brandobian people reached the continent via the land bridge. A tribe of hunters, they followed herds of sheep and goats westward over the sharp peaks of the Legasa Mountain range and settled in the lush wooded western coastal area. As the tribe began to grow and develop, the Brandobians encountered demihuman races, namely elves and halflings. Except for small groups of unorganized gnolls, humanoids did little to hamper them. With few enemies to challenge them, the Brandobians grew into a mighty civilization whose influence spread along the entire west coast of the mainland.

Demihumans were welcome within the Brandobian tribe and some even commanded high ranks and important offices. The elves instructed the Brandobians in the basics of magic and the halflings showed them advanced farming techniques. The knowledge-hungry humans quickly learned what the demihumans taught and their power grew.

Eventually, Brandobian influence reached the Odril Hills and the orcs that dwelled there. Many Brandobian exploration parties vanished while scouting the hills and mountains to the north. Then, without warning, vast hordes of orcs swept out of the Krond Heights. The humanoid warriors easily vanquished the inexperienced human armies.

Only the most skilled Brandobian troops, trained in age-old elven fighting techniques and magic, supported by a full legion of halfling slingers, succeeded in driving off the orcish armies. The orc raids became a periodic event. Every ten to fifteen years, an army of orcs would descend from the mountains. The Brandobians, through training and experience, were soon able to fend off the raids without demihuman assistance.

The elves educated the Brandobians in seamanship and shipbuilding. Soon the humans learned to navigate the open water of the high seas with some expertise. They primarily used single-masted galleys that could be rowed if necessary. With these vessels, Brandobian kings sent off countless ships to conquer, colonize or enslave the nearby islands. Their efforts resulted in the establishment of dozens of colonies. Brandobia drained its colonies of resources and fast became one of the most powerful empires in ancient Tellene.

The Brandobian army even fended off the mighty Kalamaran armies of Fulakar the Conqueror when they came across the Legasa Peaks via P'Bapar Pass. Fulakar's Imperial army was an experienced fighting force composed of veterans of many wars. The ensuing campaign was a bloody one; the armies nearly destroyed one another. At Coniper Gap in the Napalago Hills, the Brandobians made their final stand. The volunteer halfling slingers broke the final Kalamaran cavalry charge that would have surely scattered the remaining Brandobian troops. As a result of the battle, Fulakar was forced to settle for a draw, holding only P'Bapar Pass rather than all of central Brandobia. The Brandobian King claimed victory and gave little credit to any of their allies.

The Brandobians had come to see themselves as superior to the demihumans and all other "lesser" races. They even credited themselves with teaching the elves magic and the halflings how to grow carrots. Soon only pure-blooded Brandobians held offices of power. The Brandobians persecuted their demihuman neighbors and all foreigners, even non-Brandobian humans.

When the elves had enough of the humans' arrogance, they withdrew into Lendelwood, content to wait for the short-lived humans to die off. The Brandobians were not content with driving the elves into the forest. In an effort to force all elves from the area, they mounted an attack on the Lendelwood. The elves ambushed the humans and easily defeated them in the first major clash.

Humiliated, the bitter Brandobian King threw insults at the elven ruler. The elven king responded with laughter and a magical blessing for fruitful loins. Less than a year later, the queen gave birth to triplet boys.

As the princes matured, each felt that he was the

rightful heir to the throne. When the king died, all three brothers claimed the crown. The country fell into chaos as the brothers vied for control. The nature of the elven curse finally became apparent; Brandobia tumbled into a bitter civil war. After three years of bloodshed, the brothers ultimately agreed to divide the country into thirds. The strongest brother, Clond Endremin, who had the largest following of commoners, claimed what is now Eldor. The middle son, Avbron Endremin, ruled Mendarn. The weakest brother, Veseln Endremin, held sway over what is now Cosdol. The Lendelwood remained under elven influence, as none of the brothers was foolish enough to challenge the elves for control of the forest.

Many Brandobian merchants held large financial interests in the various colonies. Most of the merchants had established themselves in Dalen (now the Eldoran capital) and when Brandobia divided, all the colonies pledged their loyalty to Clond. Cosdol and Mendarn remain bitter with this state of affairs and often use everything short of open war to gain advantage with the Brandobian colonies.

Kingdom of Cosdol

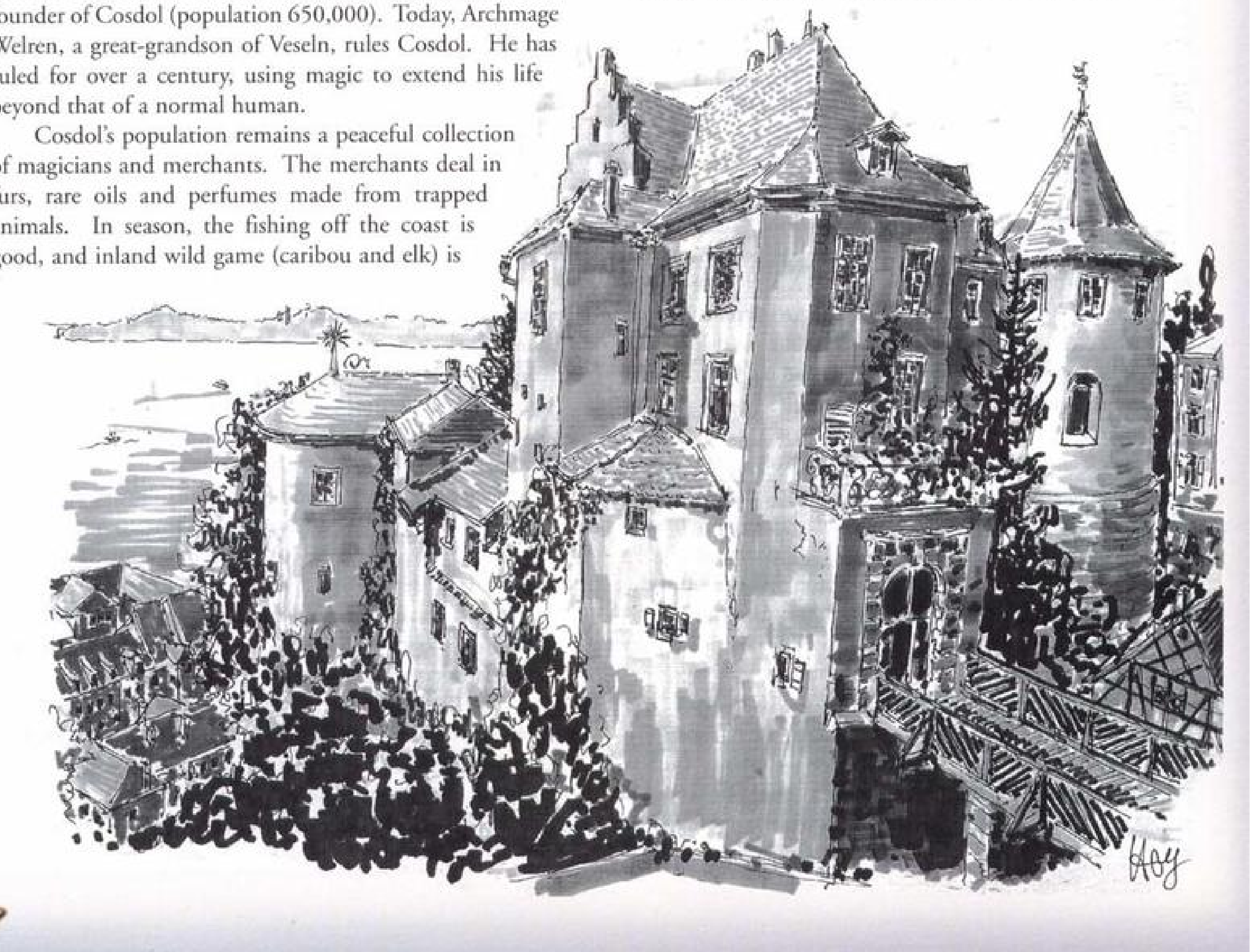
When Brandobia divided, those skilled in the use of magic, mostly elves and half-elves, fled to the solitude of the north in fear of persecution. Veseln, the youngest Endremin brother and a skilled conjurer, was the first king and the founder of Cosdol (population 650,000). Today, Archmage Welren, a great-grandson of Veseln, rules Cosdol. He has ruled for over a century, using magic to extend his life beyond that of a normal human.

Cosdol's population remains a peaceful collection of magicians and merchants. The merchants deal in furs, rare oils and perfumes made from trapped animals. In season, the fishing off the coast is good, and inland wild game (caribou and elk) is plentiful. Towers surrounded by smaller buildings dapple the Cosdol countryside. Stone walls circle many of these clusters of structures. Such walls keep out the many fearsome beasts of both natural and supernatural origin that roam the open wilderness.

Large numbers of demihumans dwell in Cosdol. In fact, humans are in the minority behind elves and half-elves. Further north, humanoids populate small towns and life there can be quite dangerous. The town of Dorndern, located in the north along the Omdal River, houses a vast library frequented by humanoid shamans.

Welren inherited his forefather's ill feelings from the time Brandobia split. Thus, Cosdol is on friendly terms with neither Eldor nor Mendarn. Eldoran goods are heavily taxed. Merchants do, however, trade with some Eldoran border towns. Foreign trade occurs primarily through P'Bapar. Cosdolite merchants also trade Foodstuffs and textiles to some civilized tribes of orcs, goblins and hobgoblins living in the Odril Hills and Krond Heights for metals and minerals.

Religious tolerance ebbs high here, but many evil religions are still found only in the northern territory. The Temple of Enchantment, the Founder's Creation, the Fraternal Order of Aptitude and the Face of the Free are favorites among the populace. The Temple of the Patient Arrow, Order of Agony, Church of Endless Night, the Temple of Sleepless Nights and Assembly of the Four



Corners also have significant followings in Cosdol.

Cosdol's powerful magic schools and guilds base themselves in Cosolen, the capital. Cosdol's military is also centered in Cosolen. The standing army numbers 1,000 pikemen, 800 heavy foot soldiers, 1,400 mounted troops, and 500 archers. The standing army enlists the services of several powerful wizards and many junior wizards. In times of war, there may be in excess of one wizard for every 100 soldiers.

Cosolen, Capital of Cosdol, called Capital of the Fay outside of Brandobia (for its concentration of elves)

Population: 39,100 Brandobian humans, elves, and half-elves.

At a Glance: Cosolen is shockingly crowded, and many of the people are ragged, injured, or just plain poor. Gate guards ask strangers how long they intend to stay and search their belongings to see if they are bringing everything they own. A year ago, a tidal wave struck the eastern coast of Voldor Bay and destroyed many of the villages there. The survivors, who suspected the incident was an attack by an unknown magical force, came to the capital to live.

Government: Cosolen is the capital of the Kingdom of Cosdol, and by tradition, the Royal Heir rules it directly as his fief. Prince Sevlen spent eleven years practicing magic full time. Unfortunately, since the death of one of his father's principal councilors he has had to abandon his scholarly studies to devote more attention to the kingdom.

Economy: Refugees, who brought skills but little food, burden the economy. Winter was harsh, and Cosolens resented the intrusion. A bountiful harvest has helped ease the resentment and given the immigrants work. Normally, the city imports what it needs from P'Bapar via the pass, and trades food and textiles to civilized humanoid tribes in the east for iron and copper.

Military: The prince takes a direct hand in both organization and leadership of the military. The garrison allows Sevlen to draw upon 200 each light and heavy infantry, pikemen and archers. These troops are familiar with fighting against wizards, skirmishers, and monsters–an array of experiences unavailable to most armies on Tellene. Their morale is high, and they practice against each other often.

The major military threats come from the goblins and frost giants ranging far from their homes in the Krond Heights and bloodthirsty orcs from the Odril Hills. Pirates do not trouble the city because the constant fog in Voldor Bay makes sailing hazardous.

Temples: The Theater of the Arts has a solid foundation among the elves and half-elves of Cosdol. Surprisingly, many of the recent refugees cling to the faith. They are hungry for a bit of joy after their last grim spring. Artiste Danasan of Napalido welcomes them into the congregation by integrating them into plays and dances. The temple's performance hall seats 1,300 on full nights, and nobles from across Brandobia attend when the Artiste performs.

The Temple of Enchantment, the Founder's Creation, and the Temple of the Patient Arrow are most popular with the elves, while the Fraternal Order of Aptitude, the Face of the Free and the Assembly of the Four Corners are favorite human faiths. A few renegades of either race support the Order of Agony in a rustic brick building near the west gate to Crandolen.

Mages & Sages: The city is a center of magic, especially elven wizards. Wizards can actually receive training in the Cosolen Military Academy, but the courses are strict, the cost is high (3,000 gold pieces or so, plus military service for eight years), and the competition is fierce.

The most famous arcane spellcaster is an elven sorcerer named Flamarze. She is older than most nations and still retains the youthful appearance of a debutante heartbreaker. Flamarze is a staunch traditionalist who warns other elves against adopting the ways of humans and other races. She speaks Brandobian fluently, but she fakes a thick Elvish accent and prefers to speak her native tongue.

While not as famous as Flamarze (his distant cousin), Hulrad Redbark is known to senior wizards as one of the most technically proficient casters on Tellene. His speech is crisp and precise, and his spells are both predictable and powerful.

In order to stand out among his flamboyant elven rivals, Culran the Spellsmith has chosen to bring attention to himself through creativity. He has successfully researched over 100 spells. Most of them are useful, such as *repel minor magics* (a sphere around the caster that resists level 0 and level 1 spells), some are flashy (like *ground lightning*, that creates electrical bolts from earth and stone), and some are interesting but useless (*halfling's strength*).

Underworld: Crime is a problem not likely to change in Cosolen for quite some time. After the breakup of Brandobia, Cosolen changed its judicial code more than its southerly neighbors did. Cosolen used the much more lenient elven model. Unfortunately, since the citizens do not all share the elven morals and social mores, much crime that would be suppressed in harsher governments goes unpunished.

Con games are common, as is smuggling. Not everyone who wears a weapon has the right to do so. Forgery is difficult to prosecute. The worst threat might be grave robbing, since the elves often burn their dead and the early law books failed to mention of this appalling offense.

The thieves' guild is an exclusively human organization that maintains the Brandobian attitude toward demihumans and foreigners. The Guildmaster is a faithful follower of the House of Scorn and frequently targets good temples for silent, quick thefts. Violent crime is rare. A mugger never can be too sure that the teetering sot leaving a tavern is not a wizard looking for exactly that kind of trouble.

Interesting Sites: The city contains a unique museum dedicated to monsters of all kinds. Each wing of the museum recreates a particular setting–marine, desert, swamp, arctic, forest, and subterranean. Inside each wing are animals and plants from the appropriate area; the animals might be wax, stone (including petrified creatures), stuffed real animals, or even permanent illusions. The curator used to sculpt many of the wax figures personally, but that duty has now passed on to his three sons. Curator Minivl is friend to the most powerful nobles in Cosdol and any hostility toward him earns the offender a quick exile or death penalty.

Special Notes: The city's civic engineering is its pride and joy. The streets are brick or tile, public wells are located in several prominent locations, and tended trees line the streets. Because of the care that city officials give the buildings, taxes are steeper in the capital than in other cities in the country, and a work crew is always visible–or audible–from any point in the city.

Crandolen

Population: 18,100 Brandobian humans, half-elves, and elves.

At a Glance: A steep but thin wall topped by sharp iron spikes protects the city's inhabitants. Two crowded gates allow entrance to the city. A steep tax of one gold coin grants a stranger access through the gates.

The city is large, the dirt roads are wide, and the homes are comfortably distant from one another. People are wary of strangers, but they quickly warm to clerics of good faiths or paladins. Aside from mules, animals are scarce in the city, leaving it cleaner than most.

Government: The city is the heart of the Shantren fief, and Duke Voldomar Shantren IV has ruled it for forty years. The duke's castle is full of trophies and mementos taken during the height of Brandobian expansion. A visitor might find a stone-tipped Dejy islander spear, a hobgoblin war banner, or a golden dwarven helmet on stands or wall mounts in Castle Frestan, the ancient Shantren stronghold.

The Duke's adult son, Voldomar V, has been trained well and the people are confident in his ability to take his father's place on the duke's inevitable passing (may it be many years in the future). Voldomar V shares their confidence, but he dislikes nearly all of his father's advisors and plans to replace them upon his ascension. The crafty old counselors suspect his intentions and either try to ingratiate themselves with gifts or subtly threaten to subvert his rule if he dismisses them, according to their personality. The younger Voldomar is not impressed with either the sycophants or the blusterers.

Economy: Since the plague (see Special Notes below), the economy in Crandolen has been weak. The city lost many artisans and craftsmen, and new ones are reluctant to move here. The vitality shown by the survivors has been

Sentinels Grove

Sentinels Grove (Falagadruila Thaeralandi): Home to the largest trees on Tellene, Sentinels Grove is located deep within the heart of Lendelwood. Although a variety of trees grows within the forest, the mammoth redwoods, firs and oaks of Sentinels Grove are unique to the grove itself. Soaring to heights of over six hundred feet, these giant trees pierce the canopy of the surrounding forest. It is said that even the largest rocs could easily nest in the branches of one of these enormous trees.

Regarded as sacred by the elves, Sentinels Grove is aptly named. Cloaked in a dense fog that shrouds the entire grove and covered by moss and lichen, the mighty trees appear to be towering sentinels guarding the mysteries that lie within.

amazing, however, and the future looks promising.

The area around the city produces wheat, the mules are less stubborn than those elsewhere, and limestone from the shores northward make acceptable homes. Hemp, iron, and wine are popular imports. The city's largest and almost exclusive trading partner is Cosolen. Rare excursions by merchants across the bay from Almven and Dorndern are always exciting events the citizens anticipate with gold in hands.

Military: The Shantren family has always been known for producing great archers, especially during its height. Now only a hundred skilled archers (longbow and longsword) and another hundred footmen (studded leather armor, shields of hide over bone, and longswords) defend the city. Despite the low numbers, the troops are lightly armored for great mobility, they work together well, and they have a history of success in the face of grim odds.

Temples: The Theater of the Arts is popular, but not as popular as it is in the capital. The Parish of Love has a large following, the Church of Everlasting Hope is well-known by most citizens, and the Halls of the Valiant thrives as well. Aside from these popular faiths, the people of Crandolen worship at the Church of Life's Fire, the Home Foundation, the Order of Thought, the Order of the Passionate One, and the Inevitable Order of Time. Evil faiths are not allowed, but the Temple of Strife and the House of Shackles both have secret clerics in Crandolen who have yet to be caught.

Mages & Sages: The famous foreigner named Kuwon Yan is from a distant continent and records everything he discovers on a scroll in a script legible to no one. He has been to Kalamar and Svimohzia and had been in Brandobia only two weeks when the plague struck. Many suspicious folk blame the stranger, but they have since come to accept that his arrival and the plague were mere coincidence. Kuwon's talents for language and his memory of culture are astonishing, and many natives do not know their own land as well as he does.

High Enchanter Valsin claims to be the most learned man in the world on the subject of golems. Valsin detests the macabre flesh golem and decries iron and stone golems as works of pride rather than effectiveness. He instead experiments with new types, including wax, straw, and wood. The local craftsmen are fond of Valsin because at one time or another, he has employed nearly all of them to help him with a project and because a friendly (if vain) wizard is a good neighbor to have.

Underworld: The plague struck the thieves' guild a fatal blow, and the locals sometimes whisper that it might have been a thief exploring somewhere he should not that started the plague in the first place. The guild is still staggering to its death and might attempt some elaborate act of desperation before it disappears entirely. Although no new guild has formed, freelancers still work the streets and alleys of Crandolen, making the city a dangerous place to be alone at night. One of these is a monstrosity named Sanrev, a thug over seven feet in height whose favorite targets are elves.

Interesting Sites: The city now operates a public hospital known as the House of Mercy. The House of Mercy is one large building shaped like a capital "H", with the administration in the middle and the two long wings dedicated to patients. Soother Vrindon of the Church of Everlasting Hope tends the hospital, although he rarely sees patients. He trains healers and herbalists, solicits donations from the nobility and from other temples, and leads worship services once a week for all the sick and injured. Six other priests from different temples and ten lay healers of varying skill minister to the patients.

Special Notes: Five years ago, plague struck Crandolen and nearly wiped it out. Powerful clerics selflessly entered the city, and their spells helped save the people. The cost was great, however; few of the saviors outlived the plague. A recent law forces visitors to make a donation of 1 gold piece each to the Rotlord before entering the city.

Sages and clerics fear the plague might be an ancient illness known as "Rulakan's woes," named after its most famous victim, the son of King Ali I of Kalamar.

Kingdom of Eldor

Ruled by the same royal family for over a millennium, the Kingdom of Eldor (population 2,625,000) boasts the oldest monarchy in all of Tellene. The Kingdom thrives economically on the income from its colonies that Eldor established long ago.

Eldor is a kingdom that is fiercely proud of its ancestry and strives to keep its racial heritage pure. Few demihumans can be found living anywhere in Eldor, neither out in the open countryside nor within its cities. Interracial marriage is an offense punishable by deportation or death. Abandoned racially mixed children are left to wander the streets and starve; no one dares acknowledge them. Foreign visitors are frowned upon, but tolerated. King Brenbol I recently declared that, within all Eldoran cities, any non-Eldoran must register at the gate and regularly report his whereabouts to a guard post. Failure to do so will result in being hunted down and promptly expelled from the city. Those caught a second time find themselves imprisoned. This attitude obviously discourages free and open trade.

Most Eldorans are farmers, fishermen, shipbuilders or soldiers. Many are merchants who have business interests in one or more of Eldor's foreign colonies.

After centuries of over harvesting, Eldor is quite devoid of natural resources. There is constant struggle with the elves over control of the Lendelwood and its resources. Food is the only true natural resource of most of Eldor, she relies heavily upon the timber of the Lendelwood for her shipbuilding. Several years ago, an Eldoran military patrol

found an entire community of loggers slaughtered. The Crown blamed the elves and Eldor is now unofficially at war with the elves.

Eldor is on non-hostile terms with both Cosdol and Mendarn, yet there is ever-present friction between them. Eldoran merchants occasionally trade with their Mendarn neighbors, but they keep such activity to a minimum as Mendarn has allowed their country to become overrun with foreigners and demihumans.

The House of Shackles, House of Scorn, Parish of the Prolific Coin and the Courts of Inequity have large followings among the nobility. The gods of the Church of the Life's Fire, the Conventicle of the Great Tree and Parish of the Prolific Coin are worshipped by most of the general populace.

The military of Eldor is quite large. However, most of these soldiers are stationed throughout the colonies where they oversee the local militias. There are about 1,000 light footmen, 3,000 heavy footmen, 4,500 mounted troops, 1,200 marines and 1,000 archers. Aside from their regular military function, these troops also serve as city guards and border patrols who strive to keep non-Eldorans out.

Dalen, the City of Antiquity

Population: 98,100, all human. The people are thoroughly Brandobian.

At a Glance: The city's uniformity is striking. The buildings are similar, built of a local wood with a deep red hue, and having identical single-shuttered windows (all opening the same direction). The men dress in the same tan, off-white, or brown trousers, white (or originally white) shirts, while women wear the same tan, off-white or brown dresses with white (or originally white) trim and undergarments. The people are openly hostile to foreigners. Locals inform the unwelcome creatures quite pointedly about the policies that require outsiders to register their presence, state their reason for visiting (a good one!) and regularly check in to a guard post. Most merchants refuse to deal with foreigners, especially elves. Those who do sell to strangers double or even triple prices.

While not the oldest city on Tellene, Dalen claims to have the longest continuous dynasty in charge of their government. The people take excessive pride in this one claim to fame and consider themselves better than people elsewhere. Their condescension makes it difficult to deal with them; a servile attitude is best, since threats and violence draw the local constabulary to see what foreigner is harassing the good people of Dalen.

Government: The chamberlain of Malbun Palace, the home of the king, traditionally rules the capital of Eldor. This position makes the chamberlain a powerful man, since he personally controls a city of nearly 100,000 and the city's military of over 2,000 heavy footmen. The present chamberlain is Lord Rivlada, a giant of over seven feet. Rivlada wears a suit of full plate as his official uniform (although he does change several times a day since the cotton gambeson underneath it becomes sweaty and stinks by mid-morning). His imposing image makes him a highly effective negotiator for the crown. He is aggressive and alternates between threats and generosity to turn even hardened ambassadors into eager puppies begging for table scraps.

Ulrend, the leader of the Shipbuilder's Guild, is another powerful man in the city. Ulrend is fabulously wealthy, and a gift-giver of great fame. He owns an entire colony to himself - an island of almost 10,000 people far to the west (Isle of Ulendar) - from which he is secretly building a small military force that even includes a company of elven archers. Ulrend plans to become a hero by settling the border dispute with Mendarn by arms and then hopes to supplant Lord Rivlada as chamberlain. If not, then his men-at-arms might serve a more sinister purpose.

Economy: Dalen's economy is relatively simple, since it is fairly self-sufficient in all areas. It needs wood for its ship building industry; this lumber comes from the Lendelwood (Unvolen) – or, increasingly, from the Brolador Forest (Premolen). Dalen produces barely enough food for its citizens; not enough if the harvest is bad. Honey, spices, tubers of all kinds (especially onions), and salt are the major imports.

Military: By tradition (everything is done by tradition in Eldor) Dalen houses the largest garrison in the kingdom. Ten companies of heavy foot soldiers nominally barrack there, but three of the ten are on patrol as far away as the Lendelwood at any given time. The troops have high morale, but they respect the elven arrows and spellcasters, and they are less eager to engage the demihumans than they were just a few years ago.

The Royal Marines are the heroes of the city. They train in Dalen, and they have a long tradition that extends back to the intrepid Brandobian explorers. The Marines enjoy special privileges such as the right to carry weapons, own property, and favoritism in law. Despite their military and violent reputation, their motto is "Glory Through Discovery," and the Obelisk of the Lance, where the command center is kept, has extensive maps, records, and charts for the entire western coast of Brandobia, the Straits of Svimohzia, Elos Bay, and the Kalamaran Sea.

Temples: The men of Dalen worship strength, and they do it at the Temple of the Three Strengths. The Master of the Three Strengths is Andal the Virile, a monster of a man who boasts often but has the capability to make good his boasts. Andal's oldest son is an embarrassment, too frail to join the priesthood, and too feeble even for his important father to buy him a commission in the Eldoran army.

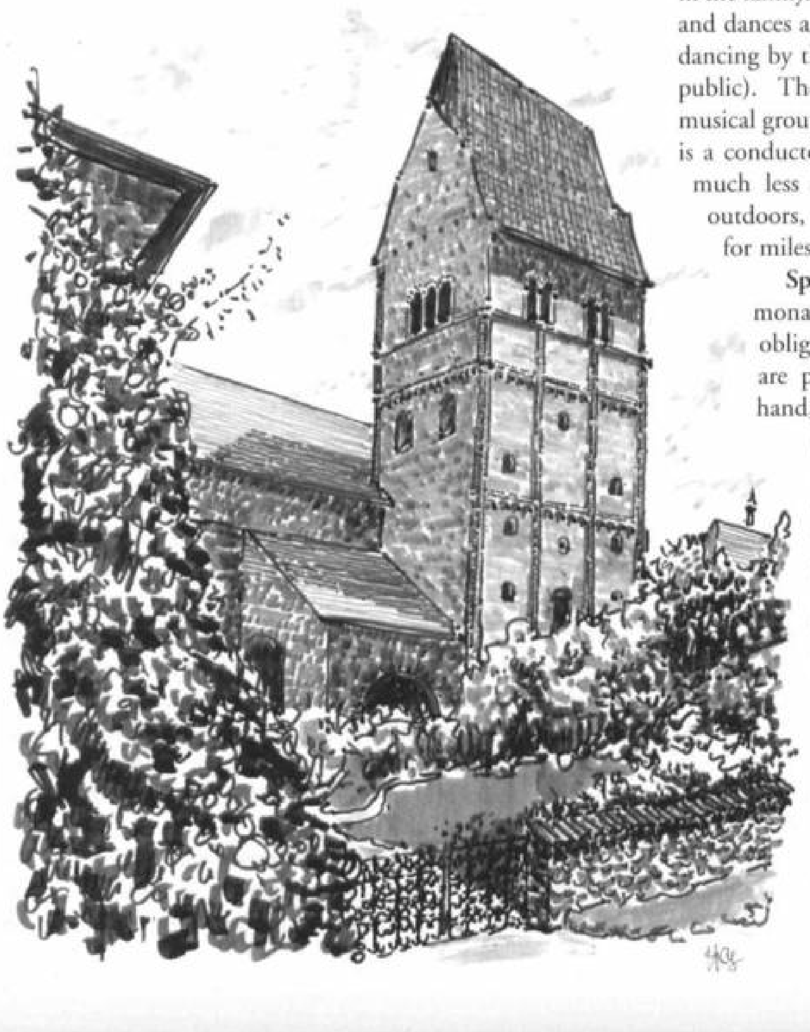
The other influential faiths in the city include the Halls of Justice, the Home Foundation, the Hall of Oaths, the Church of Everlasting Hope, the Temple of the Stars,

the Theater of the Arts (although with a distinctively different flavor than the large elven faith in Cosdol), and the Founder's Creation. The House of Scorn is by far the largest evil faith, and its tenets have found their way into popular belief across the nation. The Courts of Inequity are somewhat popular, and the House of Vice has followers across the city as well.

Mages & Sages: Human wizards are welcome in Dalen, although they must register their entry into the city at a guard post. The city is home to far more sages, however, than wizards.

One of the most notable sages is Kelnon Zundeb, a historian who specializes in royal dynasties and lines of succession. He knows the name and relation of every noble in the royal line for Eldor, Kalamar, Mendarn, Meznamish, Ozhvinmish, and other monarchies on Tellene. He is a master of heraldry, keeps the intricate rules of who inherits what in his head, and knows etiquette well enough to advise most ambassadors. Kelnon is also quite vocal about who *should* inherit what, and some accuse him of wishing ill will toward one or more powerful rulers.

Nivler Nund is a controversial sage who studies geology, meteorology, and the elemental plane of earth. He claims that he once visited the Plane of Earth when he fell into a hole in the ground and woke up in a strange place.



Daos and pechs guided him about the plane and then returned him to the bottom of the well into which he had fallen. Since then he claims that Svimohzia and the main continent are moving apart, and that extensive mining by the dwarves will cause all of Brandobia to fall into the Brandobian Ocean. The Purgers (clerics of the House of Scorn) love this kind of propaganda and publish his writings to spread wherever they go.

Underworld: The underworld of Dalen is an ugly place where extortionists, racketeers, thugs and cutthroats stake out territories that they defend with the lives of paupers forced into service by threats against their friends and family. Instead of an organized guild, the city has gangs of thieves on nearly every block.

The Blackfoot Society maintains a strongpoint in Dalen. Nine members of this secret society meet monthly in the back room of an inn where they reserve a private room that usually sits empty. The society keeps a low profile, but the Blackfeet have managed to convince a local caravaneer to hire three score demihuman guards and teamsters for his Bronven-Randolen-Unvolen route. The Blackfeet consider this paltry step a major victory.

Interesting Sites: Marriages are often arranged in Dalen, and large neighborhood dances are a good place to shop for a potential bride or groom for the oldest children in the family. Dances number in the hundreds of attendees, and dances are exclusively multiple-person affairs; a couple dancing by themselves is not seen in Eldor (at least not in public). These dances have bands to match their size: a musical group of 20-30 instruments is not uncommon, nor is a conductor who can bring that many sounds together much less common. These events usually take place outdoors, where they disturb no one because everybody for miles is there.

Special Notes: Dalen is the seat of the oldest monarchy on Tellene. The nobility feel a great obligation to their families to remain in power and are pulled in two different directions. On one hand, they have no wish to dishonor themselves, and so are reluctant to take risks at which they might fail. They resist any change on the part of the nation and part with none of their wealth willingly. On the other hand, the younger generations feel they must prove themselves to their own family and to others. These young nobles are the most likely to attempt to gain fame by outrageous means, ranging from adventuring to rebellion to throwing massive parties.

Between the two extremes, the nobility feel a common bond. They have no wish for anyone new to come to power. All of the nobility in the capital agree that upstarts should be pushed down–by legislation, by threat, or by force. While the capital is a place

for adventure, potential heroes should move elsewhere lest they encounter social pressures greater than the threat of a giant's club or a dragon's fang.

Inolen

Population: 23,900. The humans are mostly Brandobians, but a few are recent returnees from the Young Kingdoms, and most of them have some Dejy blood. Some 400 halflings and gnomes round out the population.

At a Glance: The city has a surprisingly small port for a place so large, and the typical rowdy dockside taverns do not exist. Homes and streets tend to be large and comfortable, making the city look much larger than it really is. Roads head north and south and ancient wagon paths snake to the east, where massive farms must exist to account for the steady stream of wagons and carts of vegetables and other goods coming toward the city.

Government: Inolen sits firmly within Eldor's borders, although Mendarn makes a dubious claim to the fief because of a contractual marriage three generations ago. The Duke of Inolen, Davrosil pays taxes to the government in Dalen, but it is common knowledge that he also sends a nominal tax to Mendarn. Davrosil's chief ambition is to rule independently, under neither the yoke of Eldor nor Mendarn.

Davrosil has managed to pigeon-hole the official representatives of Eldor in powerless positions and appointed servants loyal to himself now perform their duties. The flunkies sent by Dalen to help him rule the city enjoy their free time hunting and fishing and have little to protest.

Economy: Despite being a port city, Inolen's harbor is not the friendliest to foreign ships. The draft, while serviceable for the rowed galleys of the Brandobians, is too shallow for many vessels and it offers few products that cannot be traded in larger quantities in Dalen or Ospolen. The Duke keeps taxes light in order to encourage trade and spends considerable sums building a larger port a few miles west where the draft is greater. Light taxes also discourage smuggling, since the gain for avoiding the taxes is also less.

Inolen offers the world carrots, radishes and other foods that travel well, a small amount of amber from along the Edros Bay, and a variety of gemstones from the Welpremond Downs. Davrosil is eager to gain the trust of the Welpremond dwarves because he wants an exclusive trade agreement with them. They trade dwarven arms and platinum in exchange for foreign ales, gold, draft animals, leather, and textiles.

Military: The Eldoran garrison of 300 heavy infantry and 1,000 heavy cavalry includes many heroes who wear the Cross of Inolen, a special medal of valor the Duke devised that bears an uncanny resemblance to his own coat of arms. Duke Davrosil awards the Cross for exceptional courage and loyalty. He hopes to equate great deeds with his own name rather than King Brenbol's with this stratagem so that he does not have to fight the entire garrison should he choose to split with the country.

The cavalry commander, Crend Santren, comes from one of the country's oldest families, and his patriotism is strong. He respects Davrosil as a strong, imaginative leader, but he is beginning to question the Duke's loyalty to King Brenbol. Crend would like to find a way to keep close to the Duke despite frequent orders to patrol the gnome and halfling villages to the far eastern corners of the duchy.

Mercenary companies pass through Inolen on the way to Mendarn, where they sometimes find commissions to undertake covert missions against Pel Brolenon (or the other way around). They have found the Duke friendly and many bands have discovered that he offers simple missions, pays on time, and does not argue about how to conduct military operations. As a result of these ingratiating missions, Davrosil could summon over 1,300 mercenary soldiers that he trusts on short notice if necessary.

The largest band to pass through recently has been the Golden Bracers, a band of 90 longbowmen and 100 heavy infantry that wear gold-chased bracers on their wrists as a uniform. Their leader is Culusa Noeia, a half-elven woman skilled at using terrain in a battle to keep her archers safe and concentrate the swords of her infantry against an enemy's weak point.

Temples: The Order of Thought's Imparter (high priest) leads his priesthood and followers from a towering obelisk nine stories over the city of Inolen. Imparter Oprem Crel was a soldier in the Mendarn army. Scars cover his face and hands. Now he preaches peace and is a personal friend of Senden the Seer in Dayolen. Oprem has a quick wit and a natural talent for poetry that confounds his junior clerics. They say he is destined for sainthood, a destiny he hopes not to meet for many years.

The Church of the Life's Fire is very popular, and the Conventicle of the Great Tree, the Parish of the Prolific Coin, the Temple of the Stars, and the House of Solace are also favorites. Some evil faiths have followers as well. These faiths include the House of Shackles (under constant attack because of the presence of a prominent member of the Brotherhood of the Broken Chain), the House of Scorn, and the Courts of Inequity.

Mages & Sages: Nandten, one of the followers of the Order of Thought, has the distinction of being the oldest human in Brandobia. This man of over six score years detests nonhumans and sprinkles his language with colorful epithets. Ironically, it is the subject of his hate on which he is an expert. He knows where to find the major settlements of dwarves, elves, halflings, and gnomes across Tellene. He reads several of their languages ("barbaric scribble"), knows their leaders ("biggest swine in the sty"), and their history ("bastard children of bastards").

Underworld: Inolen's thieves' guild is a thorn in Davrosil's side. They assail merchants with scams and cons, sneak onto ships to steal or vandalize cargo, and threaten

local businessmen. Thalan Neal, a half-elven knight and swashbuckler, rules the guild. His noble birth means he does not need the salary that the guild's by-laws grant him. Thalan's lack of any real concern for the guild's welfare ensures that the squabbling between his underlings does not disturb him one bit. So naturally the guild actually thrives under his leadership.

Interesting Sites: A series of caves both above and below the surface of the Edros Bay two miles south of Inolen was the prehistoric home to both monsters and Dejy at different times. The caves house quiet dangers now, such as timid bullywugs and a cantankerous delver. Farmers insist that otyughs live in the caves, too. Davrosil does not worry about monsters that know not to threaten a huge human civilization neighboring them, but he is greatly concerned about the rumors of a secret cult of a dead god of Tellene. Clerics assure Davrosil that such worshippers cannot have spells, but the Duke would prefer to interrogate one of these worshippers personally, if they even exist.

Special Notes: If someone were to look closely at Inolen's administration, economy, and military, it might become apparent that the city would flourish quite well without Eldor. In fact, the good Duke is giving thought to the idea of declaring independence as soon as he can think of a way to do so without inciting a war between Eldor and Mendarn or both nations and Inolen itself.

Premolen

Population: 9,800 Brandobian humans. No demihumans are allowed to live in the city.

At a Glance: The city is thoroughly walled and guarded. The walls are thick stone, with wooden fortifications atop and behind them. A huge beam stands ready to swing across the northern river entrance to the city. The gate guards charge no fee to enter the city on foot, but a boat fee of 1 gp per foot of keel length applies to merchant vessels.

Government: Count Transen Ingamin might be the most oppressive of Eldoran nobles. His hatred of foreigners and demihumans extends to even those of his own city who show less enthusiasm in their enmity.

The Count's son Stren does not share his father's enthusiasm, and the two of them are at odds. Fortunately for Stren, his father does not know the extent or the reason for the 20-year old son's feelings. Stren met Sablen Tornis while out hunting one day and the two fell in love immediately. Stren has not told her who he is, and she has not asked. One day Transen will find out and Stren's love will be weighed against his perceived duty to his father. Stren believes his father will decide in favor of Stren's filial love, but Stren could not be more wrong.

Economy: Premolen's main income comes from taxation of river traffic. Boats pay five times the rates that wagons pay for the same cargo. The citizens purchase little from the river merchants, however, since the boats often include demihuman or foreign crew. Buying from these merchants is illegal. Instead, Premoleners purchase goods from land-bound caravans from Dalen and Unvolen.

Military: Captain Bromolel Castrovel leads a company of 200 archers and 100 light footmen (both wearing leather armor, with either bows and shortsword or small shield and shortsword). A student of the teachings of the Old Man, she is a competent commander and strategist. She keeps her troops well trained, though they mainly hunt down dissidents hiding in the Brolador Forest and keep river traffic safe. Even so, Bromolel longs for an opportunity to test her military knowledge on the field of battle.

Temples: The Hall of Oaths, the House of Solace, the Founder's Creation, the Temple of Armed Conflict, the Assembly of the Four Corners, the Courts of Inequity, and the House of Scorn have temples in Premolen. Comfort Maker Kiralna is the most vocal of these, preaching messages of peace to hard and uncaring ears. She has only two junior priests and a modest but enthusiastic following of 260 regular worshippers.

Mages & Sages: Seldar Nortron lives in seclusion, earning his meals telling fortunes for his neighbors and paying for his rent by mending clothes and shoes. At night, he stands on the roof with a spyglass searching the heavens for new phenomena. Seldar's gift for seeing the future is natural. As a youth, the Prophets attempted to kidnap Seldar several times to force him to join their order. Each time he wriggled free and ran home. He eventually escaped by becoming apprentice to a wizard in P'Bapar, where he had to work for ten years to pay off the fees his mentor demanded. Seldar is convinced the skies hold some secret that will enlighten him and allow him to use his foresight with perfect clarity.

Underworld: The Blackfoot Society has a group of ambitious souls living in Premolen. Five men and three women of great zeal and caution meet at the shop of Damant the cooper, their leader. Damant is a former Royal Marine and is tough as nails. During his service, he came to despise the authoritarian government he served and formed this cell when he returned home after six years at sea. Unlike other branches of the Blackfoot Society, this one is a real threat. Damant once served as part of a security escort for the king and knows the general procedures for the Royal Guard.

Another fanatic member, Praban, has been chosen to actually assassinate King Brenbol. Praban practices his archery for the attempt every single day. His target is a human-like dummy wearing a crown. The dummy rests against a tree deep in the forest under a loose camouflage of leaves. The city's flamboyant hedge wizard Ablen is trying to develop the perfect poison for *the* arrow. This chapter of the Society represents a very real threat to the crown, and Transen would be mortified to hear of their existence in his city.

Interesting Sites: An enormous oak stands near the center of the city and serves as both formal and informal meeting place. The tree radiates magic, and common suspicion is that a dryad lives in the tree. If so, none have seen her, even six years ago when some hooligans snuck out at night and broke off or cut off several limbs. The amateur sage Mindolm suspects that if a person were to tie or wedge an object into a fork and allowed the tree's natural growth to wholly encompass the item, the object might be made magical. Then, he supposes, one would have to use *wood shape* or other similar spell to recover the item without harming the tree. He is correct, but nobody has been able to fully test the theory because of the tree's slow growth.

Special Notes: By fate, individuals whose opinions stand polar to the Count's surround and infest his city. The half-elven vigilantes in the Brolador Forest answer to Sablen Tornis, a driven woman who lost both parents and husband to Eldoran prejudice. Count Transen ordered her family killed when soldiers searching for bandits captured them. The Count assumed that Sablen's elven father was a bandit, and the others were guilty by association.

Unvolen

Population: 10,000 Brandobian humans and a few hundred shameful half-elves.

At a Glance: Tall stone walls surround the city, and wooden towers along their length bristle with ballistae, bolts, and crossbowmen. A catwalk behind the city walls allows patrols to make a complete circuit of the city, and the watch is both continuous and vigilant.

The walls are not the only sign that this city is the principal Eldoran front in the war against Lendelwood. People lock their doors at night and the poorest folk bring as many of their animals indoors as they can fit. Despite royal law, commoners typically have a crossbow in the house, and they do not hesitate to poke it through a window and fire at nightly noises.

Government: Unvolen has no local lord at the present. Its previous ruler, the infamous "Bloody Vrasten" was captured by the elves and is widely assumed to have been executed. Instead of immediately appointing a new lord, King Brenbol has expanded upon the powers of the Chief Magistrate, formerly a relatively weak post in the city's government. Chief Magistrate Folnen was shocked but quick to realize the potential.

First, he changed the system of selecting magistrates so that he could appoint chosen advisors instead of the bickering people he worked with under Bloody Vrasten. Next, he convinced (with the help of a vacant keep and a fat stipend) a retired military officer to move from Dalen and help train and arm his militia. Finally, he secretly sent ambassadors to the elves to let them know that Vrasten's policies were no longer in effect, that he apologized for the atrocious behavior of his countryman (to the tune of 5,000 gold pieces) and that he hopes the war between their peoples ends soon.

Economy: Unvolen taxes the ships that pass through it on their way to Dalen, but not vessels going upriver. Their main concern is that non-Brandobians from the Young Kingdoms might be trying to sneak into the kingdom and corrupt it. Unvolen detains ships with demihumans or foreigners and creates steep taxes for them. Merchants unable or unwilling to pay see their wares or even their boat confiscated.

Military: The city always has a large garrison of Eldoran soldiers, prepared to push the war against the elves of the Lendelwood. Five hundred or more infantrymen and a growing number of archers (usually 100 each of short-bows and crossbows) use Unvolen as a base of operations for patrols and invasions across the northern borders of the Lendelwood.

Lately, the humans have been craftier and have begun sailing upriver a distance before setting out on foot. A flotilla of 20-40 boats might carry 150 men several miles into the forest. This tactic has been popular, despite one entire fleet floating back down river bristling with arrows and devoid of soldiers.

Besides the garrison, the city is now the home of 200 young trainees of Datarn, a veteran of both the war with the elves and numerous skirmishes with humanoids in the Legasas. This militia corps wears studded leather armor and shield and fight with spear or battleaxe. Datarn hated the motto "A busy soldier is a happy soldier" when he was the busy soldier, but now that he is in command of the militia, he sees the wisdom in it. The troops train at least once a week (more in the winter when there is less work to do) and they are becoming as tough as the regulars.

Temples: The Church of the Life's Fire, the Parish of the Prolific Coin and the Conventicle of the Great Tree are strong in Unvolen. Even stronger is the House of Scorn, especially among royal soldiers. Their temple was recently burned by elven rogues, but they are building a newer, larger building on the ruins of the old one.

Clerk Acostra Danguld leads the Parish of the Prolific Coin. She is under some suspicion because her faith encourages her to sell spells and services to non-humans, but nobody can deny that she is becoming rich from the process. Fortunately, she wisely spends her proceeds on the temple and the town (except for a tidy 50% that she keeps for herself).

Mages & Sages: Brovlen Dreplon is the engineer responsible for maintaining the bridge, walls, palace and other projects around the city. He was a good friend to Vrasten and few people trust him, but he is a good engineer and keeps to himself. He spends his time expanding his own home and taking a few commissions from local merchants to build a secure vault, repair warehouses, or perform other tasks.

Underworld: Elven spies sneak through the city at

night (usually rogues of level two to seven, but sometimes assassins on a mission of death). Constables, now wise to the thieves, also sneak about. Meeting a stranger at night in Unvolen is a dangerous situation. Even if one did avoid the constabulary, nosy neighbors would certainly report the activity first thing in the morning.

Interesting Sites: The city has a long drawbridge across the river that usually stands up to facilitate river traffic. The bridge stands in two pieces, each raised individually from either side of the river. Despite being the scene of some intense battles, the elves have never tried to destroy the bridge.

Special Notes: Adventure is all over Unvolen. Bloody Vrasten might return, and either he or Folnen might recruit adventurers to his side as they fight over power in the city. The words and actions of the adventurers might sway King Brenbol into supporting either the former Baron or the Chief Magistrate, throwing the royal garrison into the clash.

Smugglers carrying forbidden goods and/or cargo might have to pass by the city and Folnen might recruit adventurers to help find them or stop them. Adventurers themselves might include demihumans and have to run the gauntlet in Unvolen.

The elves might strike into the city while adventurers are there. Depending on the race and alignment of the group, the party could help the elves, try to stop them, or become caught in the middle and earn the ire of both sides.

The ancient tome, Spirit of Sorrow, describes a process of using the ebbing energy of the recently dead to heal the living.

Kingdom of Mendarn

Mendarn (population 1,125,000) was first ruled by Avbron, the second son of the last Brandobian king. Heredity determines Mendarn's rulership. The current ruler, King Aldorn III, is a pleasant, but vindictive fellow. Still angry with Pel Brolenon (see Vrandol p. 162), he constantly dreams up new schemes for invading his eastern neighbor.

Mendarn's natural resources make it a rich nation. Crops grow abundantly in the warm wet climate and farmers take advantage of the long growing season by reaping two harvests each year. Large numbers of halflings farm the countryside, especially in the valleys along the Welpremond Downs and Dopromond Hills. There is ample pasture for livestock, and most farmers supplement their diet and income by keeping a small herd of cattle. Fishing is also a common way of life, especially along the coast and on the many rivers. Prospectors pan gold from rivers running out of the mountains and mining towns and villages populate almost every waterway.

Dwarves and gnomes in the Dopromond Hills and Welpremond Downs mine gems from deep within the ancient rock. They trade the precious stones to Mendarn merchants for food and textiles. Mendarn jewelers are world-renowned for their excellence of craftsmanship and many seek their beautiful gem-encrusted jewelry. In fact, Mendarn jewelers have made crowns for almost every head of state on Tellene.

Mendarn merchants colonized many of the nearby islands. Though the islands have coral, pearls and other natural resources, the merchants primarily take Dejy natives from these isles and sell them to the recently acquired colony of Vrandol. Mendarn merchants trade freely with both Meznamish and Ozhvinmish and also with the dwarves and gnomes who reside in the nearby hills and mountains. Trading with Eldor is limited, as Eldor looks down upon Mendarn citizens for living with "impurities" (demihumans).

Mendarn is not as fanatical as Eldor with regard to racial purity and encourages access to their cities by demihuman merchants and farmers. Interracial marriages, however, are frowned upon and most races keep to their own groups and guilds when within city limits.

As might be expected, the Church of the Life's Fire has a tremendous following among the Mendarn citizens. The House of Laughter, Temple of the Stars, House of Solace and the Assembly of the Four Corners also have significant numbers of worshippers within Mendarn. There are some small Temples of Enchantment, Houses of Shackles, Houses of Scorn and Temples of Armed Conflict.

The country has a standing army of approximately 1,500 light footman who serve as border guards. There are also some 1,200 heavy footmen who are the king's personal troops and guard the capital. There are approximately 1,200 mixed cavalry and archers number around 1,000.

Ospolen, Capital of Mendarn

Population: 45,700. Brandobian humans make up 90% of the population, and a few hundred halflings, gnomes, and elves fill out the rest.

At a Glance: Ospolen's age is obvious and its pattern of growth easy to see. Several interior walls show where the Ospoles erected new walls to protect a growing population and the architecture of each section reflects a different period in its history. Anticipating further growth, the Ospoles erected several towers outside of the current walls. They use these towers as watchpoints and defenses for the present and anchors for new walls in the future.

Mendarns are more enlightened than their northern neighbor, but they still refuse to extend the full protection of the law to demihumans. In this capital city, the demihumans have places to live, but the law forces them to return to those neighborhoods at night or face the pillory the next morning.

The port is a busy place, but some of the thickest walls of the city lie between the port and the rest of the city. Steep fees at the gates in these walls keep curious merchants in the port ward, but enough taverns, brothels, and inns are open to keep them content.

Government: The city has a council of nine Elders who answer directly to King Aldorn III, although they are generally free to do as they wish; Aldorn rarely interferes with their duties. The Elders are all humans, as are all government officials, and most of them earn the title; the youngest is forty-eight.

Wencrel Basteln, the third eldest of the Elders, controls the largest power block in the city outside of the king. He is Guildmaster of three guilds – unprecedented! Basteln spends lavishly at each of several temples as well, eliciting the favor of the clerics there. Basteln recently lost a ship full of cargo to questionable causes and is currently in search of someone to find the ship and discover the reason for its loss.

Economy: Ospolen survives off the resources produced locally, but it thrives because of the port and the trade it mediates between its interior and the rest of the world. Wool, goat cheese, butter, citrus fruits and juices, wines (especially Dopromond Dry), and (when they find it) gold from the Breven Mines sell for high prices to the rest of the world. Ospolen's merchants buy lumber from Svimohzia, precious metals (especially silver from P'Bapar through Dalen), and textiles from as far away as Tharggy.

Merchants find that taxes in Ospolen are small but frequent. The total is steeper than smaller ports like Dayolen, but central Mendarn produces several unique goods that fetch a high price (such as the citrus fruits and certain wines). Additionally, the locals here have more money to spend on their goods than do those in the smaller ports.

Military: The Mendarn army is not very large in proportion to its size. It relies on natural borders, a strong navy, and an old tradition of an officer's school that predates the founding of Kalamar. The garrisons in Ospolen include 500-700 heavy cavalry (half-plate, shield, and longsword), a like number of heavy infantry (half-plate, shield, and battleaxe), and 1,000 or more pikemen (studded leather, pike, and dagger).

The pikemen are the pride of the army. Their commander, Tolchis Colfen once marched six companies a hundred miles in under three days to deter a Brolenese incursion along the coast. Only Colfen's military expertise and personal charisma have allowed him to advance to his current rank. His insistence that demihuman contingents would bolster the army's effectiveness makes him unpopular and distrusted. To prove his point, he has been secretly training a company of dwarven pikemen (scaled down, of course) and is planning to send them over the Elenons into Pel Brolenon. He is convinced that the dwarves can march over the mountains more easily than humans could, and the ability to attack along the entire border would give Mendarn a huge advantage over their enemy's numerically inferior army.

Fleet Admiral Isilrim led the invasion of Vrandol on Svimohzia and brought home a fortune in looted gold and jewelry. Since then he has urged the king to invade another target, such as Dowond-Brandel or Ul-Karg. For the last nine years, he has spent extravagantly, blowing not only his own moderate wealth as the most powerful person in Mendarn's military, but his loot as well. As the coffers start to show more space than gold, he is becoming desperate and might resort to fabricating insults against the crown in order to incite Aldorn to war.

Temples: The temple with the largest following is the Church of the Life's Fire, with nearly a thousand worshippers joining a young Field Leader named Othmal on holy days. Othmal has little interest outside of his own faith, other than the Chief Elder's youngest daughter, a sassy child of seventeen.

The Inevitable Order of Time, however, is also of prime importance. The Timelord, Desgen of Dijishy, was left on the temple's steps as an infant. His potential became obvious at an early age, as he cried inconsolably in the presence of one of the senior clerics who was later discovered to be a secret follower of Risk and an embezzler of temple funds. Now Desgen hides in his inner chambers, met only by those visitors his juniors allow in to see him; otherwise, he would never accomplish anything for the long string of petitioners who wish to know their future. He could grow rich accepting payment for his services, but he refuses to accept money. Of course, he does require donations to the Order.

Mages & Sages: Gelten, a female human sailor searching for the legendary wreck of the *Breezekeeper*, has been here for six months hiring and outfitting a crew to go investigate a wreck that might be her prize. The *Breezekeeper* is a galley that disappeared six years ago while

returning from a distant and potentially very large island that it had discovered in the far northwest. Even that minimal information is due to a chance meeting the *Breezekeeper* had with a dromond near Yordon Sound. Sighted again south of Dralven, the galley is suspected of being somewhere near the underwater cliff that separates the tame Edros Bay from the wilder waters of the Brandobian Ocean.

Vreten "the Bone Dancer" lives in the city only on tenuous probation. The Council suspects him of animating dead citizens in Narlven for foul purposes, but he has behaved thus far. In truth, the animation in Narlven (and Ranven before that, and Inolen before that) has been the result of a curse. Vreten owns the ancient *Spirit of Sorrow*, a tome that describes a process of using the ebbing energy of a dead person to heal others. The words are all false, and Vreten's experiments with it actually enable the book's powers to create heucuvas under the control of the writer, a 15th level cleric of the Harvester of Souls.

Underworld: The underworld is abuzz with the latest outrageous crime. A gang of rogues kidnapped the daughter of one of the richest nobles in the city. Olta Lelten, oldest daughter of Duke Rold Lelten, disappeared practically right under the noses of two bodyguards, whom Rold executed because he suspected them of complicity. The reward for her return is up to 10,000 gold pieces, and the Duke is prepared to raise it if she does not return soon.

The police and adventurers have many suspects – what criminal would not at least consider the crime? – but few serious ones. One suspected by both police and private investigators is a moneylender and sometime blackmailer named Wuld who has kidnapped before. Wuld has lived quite openly since the crime and done nothing even slightly illegal. His attitude when questioned seems to be a challenge to the authorities to accuse him of wrongdoing, and the police are careful around him. He is very slippery and so smug that they expect trickery.

The city has a definite seamy side to it that visitors rarely see because the criminals prey on their own and because most visitors do not see the real city. Ospole police ruthlessly quash any criminals who offend the nobility, but they are less effective in rooting out crime in the lower class, probably because the poor are afraid to help them.

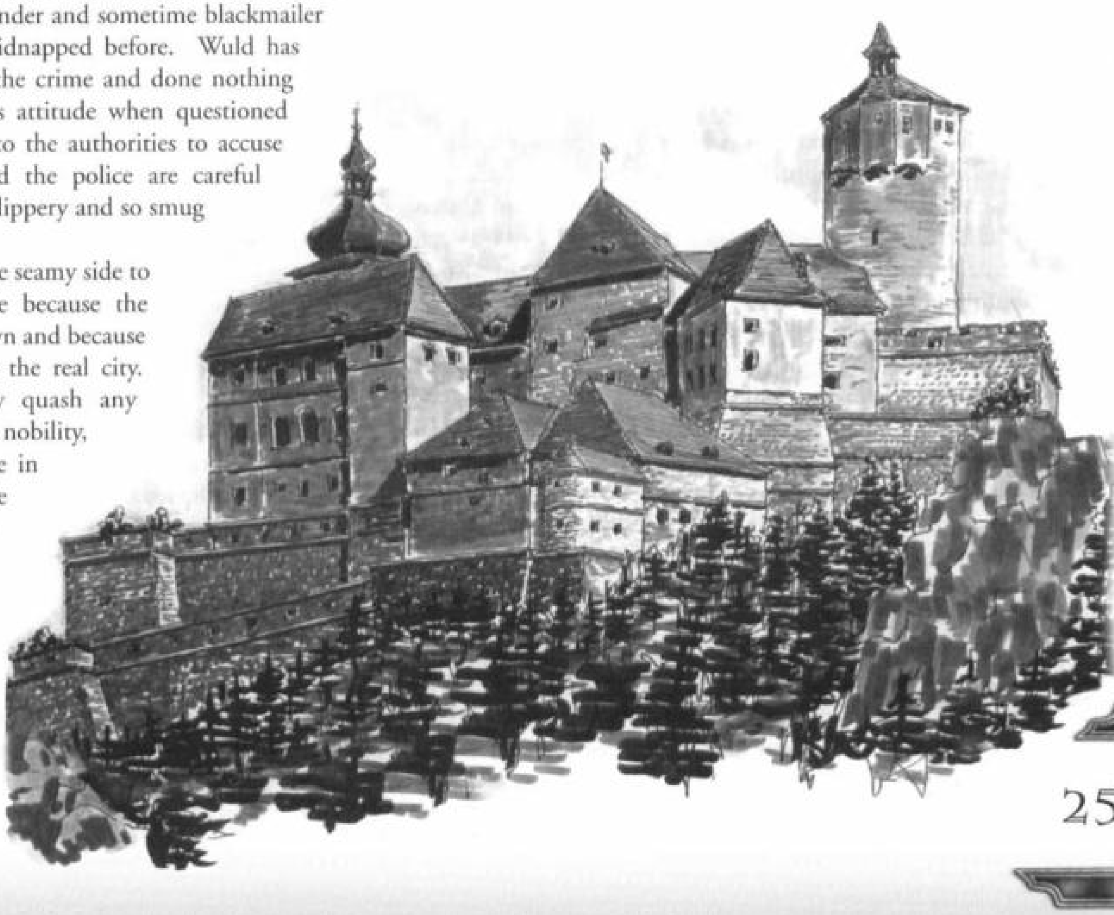
Interesting Sites: The Port Gate Tavern is a large tavern and inn near the gate that gives it its name. The proprietor, Fortind, used to be a sailor in the Mendarn navy, and he loves to talk shop with any sailors who come in. The tavern is a common meeting place for merchants from around the kingdom and sailors from all over. Pirates are not welcome.

Special Notes: The tension between the Mendarn attitudes and the wood elves in the Crondor Woods makes the border between the two very delicate. Adventurers could find jobs here protecting merchant caravans, ferrying messages (or threats!) between the city and the elves, or working for the elves to protect the sanctuary they have established against humanoids or militant bands of Mendarns.

Dayolen

Population: 13,900 Brandobian humans and a few demihumans of various races.

At a Glance: The rocky coast leads quite naturally to the jagged, angular buildings of Dayolen. The city stands on three levels as the peninsula rises toward the east. The lowest level houses the docks, warehouses, and the majority of the population. The next highest ring houses the temples, the barracks, and the rest of the common folk. The highest level contains government buildings, the Mayor's Palace, and the East Gate, which leads along long roads northeast toward the interior of the country and the capital.



The people are among the smallest anywhere. Women are barely taller than dwarves (but much thinner), and men no larger than elves. Their main interest in strangers is often trade goods, but once convinced that strangers are there for reasons other than trade, the people of Dayolen are jovial and fun-loving. They appreciate the resources of the islands, but they cannot rid themselves of a feeling of superiority over the colonists. They treat all others as peers, however.

Government: Management of the busy port requires a leader with business acumen, so King Aldorn does not allow Dayolen to be the center of noble squabbling. Instead, a Reeve appointed by the king (or one of the king's councilors) rules the city with near-total authority.

Reeve Nunalta retired several years ago as owner and principal operator of a large shipping company to write poetry and compose music, but she could not refuse Aldorn's request that she become reeve of Dayolen. Nunalta has thus far managed to avoid a boycott by angry fishermen over poor trade rates, suppressed a riot initiated by an evil cleric, and prevented an emigration of nearly a tenth of her city when gold was reputedly discovered on one of the outer islands (it was actually a fraudulent rumor begun by a Brolenese spy). The citizens have complete confidence in her now and when she speaks in the council meetings, her soft voice is clearly audible in the far corners of the hall as her advisors fall respectfully silent.

Economy: Dayolen is the main port with which the island colonies of Mendarn do business. Therefore, it has a huge surplus of fish and other seafood, and requires ready supplies of linen, cloth, hemp, wheat, leather, tin, and other common goods that the rocky islands cannot produce themselves. It receives those goods it cannot produce locally from Ospolen or various ports in Svimohzia.

Military: A mere 300 light footmen (studded leather, shield and longsword) guard the city. Humans and demihumans fairly thickly populate the coast, so monsters and humanoids are not major threats. The footmen also serve as marines and occasionally visit the islands to deal with troubles there.

As one of the cities close to the border with the Theocracy of Pel Brolenon, Dayolen must be concerned with military threats from that nation. Nunalta correctly surmises that no major invasions are forthcoming and does not spend a great deal of time or worry on that threat. On the side of caution, however, she does maintain a force of 200 pikemen in a compact but secure fort two miles outside of the city along the road to the south.

Temples: The city of Dayolen is the home to half of the largest schism among the major faiths on Tellene. High Peace Maker Senden the Seer heads the Preachers of Peace, the more aggressive branch of the House of Solace. The Preachers believe that peace brought about by non-resistance is temporary. Even worse, it is irresponsible to allow evil to flourish undeterred at the risk of harming others. While the clerics believe it is their duty to encourage peace, if no other option is available, they must destroy the source of the conflict.

The temple is actually outside the city's walls and occupies a height near the ocean. The complex consists of a large plain square building for worship (clerics of other faiths call it the "holy barn of peace"), and other smaller buildings for teaching the young, healing the sick, and housing the clerics.

Other worshippers practice their faith at the Church of the Life's Fire, the House of Laughter, and the Temple of the Stars. The Church of the Life's Fire is the most consistent and oldest faith in the city, and it has the most worshippers.

Mages & Sages: Brendol Sormen is well on his way toward entering the history books. His peers recognize him as a master of anatomy and biology, and his spells deal with repairing and strengthening the body rather than controlling or creating undead. Thankfully, he is also a prodigious writer, and he records his knowledge for others to use. So far, he has written twenty books on the human (and demihuman) body, medicine, health, and disease.

Lonvlen Thronel practices mathematics that confuse even other sages. He is conversant with geometry, algebra, and even trigonometry, but his ability to teach or even explain what he understands is limited by his poor knowledge of language (a subject he refuses to even consider).

Underworld: The thieves' guild is a quiet but deadly force in Dayolen. It operates brothels in the name of the Vicelord, pilfers from overland merchants and ships alike, and occasionally conducts high-profile heists of gems and jewelry from seemingly impregnable vaults. The Specter's Path, as the guild is known, is the brainchild of Ichil Nalvan, a diabolical man with a particular hatred for the Reeve.

Nunalta was married to Nalvan's brother for less than a year when the man apparently killed himself. Nalvan blamed Nunalta for his death, although she was away on a trip to investigate accidents at a warehouse. In truth, Nalvan's brother was killed by a member of the Golden Alliance that Nunalta had angered by refusing a demand that she stop running her ships along a particulate trade route.

Now Nalvan manipulates his band of 40 rogues as tools in his private war. He operates delicately, unwilling to be caught before the Reeve is removed for her ineffectiveness. Nalvan hopes to embarrass her into suicide, but if he cannot, then he will be happy to deliver a final blow himself.

Interesting Sites: The rocky coastline is quite beautiful, even if the sky above is covered in cloud most of the year. The coastline shelters some animals and monsters, but few of these are dangerous. Seals spend the winter here, away from their summer homes in the barbarian lands north of Cosdol. Giant eagles prey on the seals, as do

sharks, mountain lions and the occasional werewolf.

Special Notes: The Humble Giant Inn is a fixture of local entertainment. This inn appears to be made for giants–the furnishings, the doors, the dishes and the tableware are all oversized. In the inn's tavern, the bartender stands on a higher level than the patrons, giving him the illusion of greater height. While visitors favor the 'Giant when staying overnight, locals fill the tavern every night. The atmosphere is friendly, non-violent, and a bit expensive, and its patrons would not have it any other way.

Despite the place's traditions, some trouble has snuck in. An enterprising captain of the guard has pinpointed the 'Giant as a meeting place for Brolenese spies. Several guardsmen have moved in as permanent residents disguised as civil engineers bidding on a proposed pier (Hedlen, the group's leader, is a military engineer and can back up his disguise). Any suspicious activity earns closer observation, and the guards are prepared to act on treason or sedition immediately.

Theocracy of Pel Brolenon

Pel Brolenon (population thought to be 375,000) lies nestled between the Yan Elenon and Sliv Elenon mountain ranges. While Brandobians largely account for the country's population, most citizens can trace their heritage to an elvish ancestor. Before ancient Brandobia's great civil war, a group of half-elves, halflings and sympathetic humans who feared for their "racially impure" lives fled to the lush valley of the Eldrose Forest. The founding fathers of Pel Brolenon believed that through hard work, physical labor and strict order, they would be able create a true communistic society where every citizen was treated and provided for equally.

For the first ten years of its existence, Pel Brolenon was a utopia. Then a scouting party came upon a strange stone temple in the Eldrose Forest. Its doors stood over twenty feet tall and were inscribed with a large rune. The party managed to open the doors, and in doing so, broke the ancient magical seal. Unwittingly, they released the Overlord who had been imprisoned there by other gods millennia before. The deity immediately made followers of the valley people. Pel Brolenon has since become the single largest source of slaves on Tellene.

Brolenese merchants trade slaves to the Meznams for gold and minerals. The Kargi, fast becoming a leading trade partner, offer ivory and rare spices as well as precious metals and gems of all varieties. Buccaneers flourish from the now-active sea trade across the Straits of Svimohzia. Consequently, pirates who enjoy being close to such an active slave market, call many of the nearby islands home.

Secluded within the Eldrose Forest is the capital city of Vrendolen (population unknown), home to the High Priest of the Whip and one of the largest temples on Tellene. The city is a vast collection of stockades filled with slaves and their keepers. From here the Theocrat rules, and plots to vindicate his god for the punishment that the other gods exacted upon him.

On the coast near the Sliv Elenon Mountains lies the city of Dowond-Brandel. The largest city in Pel Brolenon, Dowond-Brandel hosts the active slave markets. Her streets are populated with humanoids, cutthroats and drunken pirates. Within Dowond Harbor there is room for over a hundred vessels to anchor, safe from the tempests of the Straits of Svimohzia - and Mendarn frigates.

The country is rumored to have an army of less than 3,000. However, as the Theocracy is only easily accessible from the sea, it has a sizable navy. Pel Brolenese warships are small and fast. In an encounter, they race up to their opponents to quickly board. It is said that even the most desperate of pirates will not attack a slaver's ship.

Dowond-Brandel

Population: 21,100 citizens and about 65,000 slaves. The citizens are Brandobian and include demihumans of all races. The slaves represent every race and culture on Tellene.

At a Glance: Four concentric walls circle the city, protecting the Brolenese inside from the unpleasantness that lives within the outer walls. People in Dowond-Brandel refer to those of lesser social status as "fourth wallers" or "third wallers" and take pride in their physical position in the city.

Hobgoblins, pirates, and common street thugs thrive in the outer circles. Guardposts along each wall keep the unwanted out and the slaves inside. Chaos reigns among the last wall, and even mounted patrols use caution lest they tread where they are unwelcome. The anarchy stands in polar contrast to the sterility and peace of the palace grounds inside the innermost wall.

Government: As a theocracy, a cleric obviously rules Dowond-Brandel. Freed of any religious or ceremonial duties, the cleric devotes her entire energies to ruling the city. Her major concerns are the city's safety, the operation of the port, and younger clerics trying to usurp her position. Grand Mistress of the Whip Yulan Velsin rivals goddesses in her beauty and devils in her evil. Besides being the prime candidate for the principal position in her faith when that seat becomes open, she has a large number of military officers, guards, and slave merchants who obey her slightest whim. They are loyal to her gold, her magic, or her irresistible smile.

The Golden Alliance has a large palace inside the city, from which it operates a sizable percentage of its interests. Only three levels rise above the city, while at least a dozen extend into the earth below. Gem Munvaln Edarn leads the association's activities in Dowond-Brandel and is the titular controller for all of Brandobia and western Svimohzia as well, although his authority on the local level is often

strained. Edarn's brutality is legendary, and his staff is terrified of him. Until one can argue with the coven of hags allied to him or overcome his *ring of improved invisibility*, however, his leadership is secure. Edarn's counsel carries great weight with Yulan because he hears news about everything of importance faster than messengers can travel (thanks to his hags and their magical *hag eye*, as detailed on page 116 of the Monster Manual).

Economy: Dowond-Brandel generates huge revenues for the Theocracy. The slave market brings pirates looking for rowers or sailors, nobles looking for household or pleasure slaves, landowners looking for farmers, and humanoids in search of substitutes for whatever job they hold within their tribe. The market is open every day of the year, regardless of weather, holiday, or even natural disaster.

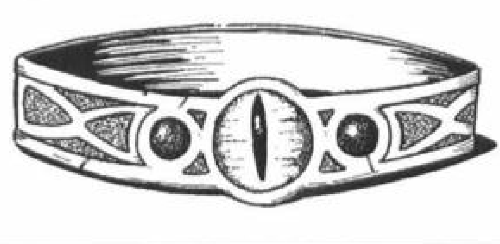
Military: Over 600 soldiers clad in half-plate guard the city. Their barracks sit against the auction block, a reminder of the penalty for desertion as well as a convenience. The armories are tightly locked and even legitimate soldiers sometimes have difficulty procuring a weapon from the paranoid guards who must account for all weapons. The guards are paid slightly higher than in other nations, but their greatest incentive is that they may own slaves and travel freely, although income precludes the former and insufficient free time restricts the latter.

Temples: A mammoth temple of the Overlord stands just inside the city gates, forcing traffic to go around it. The temple and the surrounding city answers to Pandren Folnester, Grand Mistress of the Whip and unparalleled tyrant. Turnover among her senior clerics is very high, since she expects nothing less than perfection and absolute loyalty from her immediate juniors. Pandren speaks quietly, and her frail body is hardly imposing, but the weak-willed find it hard to argue with the unswerving loyalty of her bodyguard of six ogre mages and the impressive power of her spells.

The temple is a stone building with skull bas-reliefs inside and out. Manacles dangle from the walls, and a massive iron fist 16 feet tall stands behind the main altar to remind the often unwilling service attendees where the power lies in Dowond-Brandel.

Mages & Sages: Dolothar the Knighted is a former champion of Kalamar who was taken in a raid in the Elos Bay. After rowing the galleys of Pel Brolenon for six years, he finally found a chance to free himself when the slaver ship attempted to take a Meznamishii sambuc. Dolothar waited until the right moment and a couple of *flame arrows* later, he was the undisputed master of both vessels. Seeing a chance to fare better in Pel Brolenon than in Kalamar (where he surely would not be trusted), he returned to Dowond-Brandel leading the two ships. He gave the sambuc to the Overlord (its crew was given as sacrifice) and sold the other ship.

Granden Solir, known as the Ringmaker, is a master of magical lore concerning magical rings, although he studies other trinkets such as necklaces, bracelets, and torcs as well. He is a fine jeweler and makes magnificent gold rings. His greatest ambition is to be able to one day craft a magical ring of unequaled power.



Ring of Improved Invisibility

The wearer of this ring may activate a charge to cloak himself in *improved invisibility*, as the spell. A newly created ring has 50 charges. When all the charges are expended, the ring becomes a non-magical item.

Caster level 7th; *Prerequisites*: Forge Ring, *Improved Invisibility;* Market Price 50,000 gp.

Underworld: The underside of Dowond-Brandel is terrifying. Angry slaves, not content to flee, kidnap the children of their former owners and use them to extort gold or promises of freedom. The children do not always survive the conflicts.

The wholesale slaughter of a person's slaves is akin to raiding another man's barn and torching a pile of hay in other nations. Ambitious clerics encourage their sons or servants to engage in these practices in a low-scale civil war between rivals. Midnight raiders leave behind abattoirs where slave quarters once stood. The offended slave owners heave a sigh of exasperation and rise early the next morning to be the first to the auction. The more macabre among them *animate* the dead slaves and continue to use them.

Interesting Sites: The Golden Alliance's palace is a mystery to all slaves and most citizens as well. Foreign traders, members of the Golden Alliance, and alien races such as duergar have been seen going inside. They do not always exit, and rumor says that the place has underground exits all over the city (these rumors are true, but the ones that say passageways run to the temple and Yulan's palace are not).

Special Notes: Infiltrating Dowond-Brandel is not a daunting task; escaping is more difficult. The city's guards are alert to characters exiting the city, and they routinely hold up traffic for hours to investigate claims, verify papers, or interrogate suspicious persons. Leaving the city takes only a few moments for a respected citizen, but it might take a whole day for strangers–longer during periods of civil unrest. In the case of full slave riots, the guards might prevent anyone's exit, well known or not!

Vrendolen, Capital of Pel Brolenon, City of Servitude

Population: 10,000 humans of Brandobian, Svimohzish and (rarely) Kalamaran stock. The city includes demihuman wards exclusive to each race and numbers about 1,700 hobgoblins, 1,400 goblins, and 300 gnolls. The city also houses a variable number of slaves, ranging from 20,000 at the lowest to over 70,000 during the winter (the slaves sell for the highest prices during the summer, when they can be delivered for fall harvest).

At a Glance: Steep double walls surround the city. The outer wall protects against invaders, and the inner wall keeps slaves from escaping. The streets are meticulously clean, and a patrol of half a dozen slaves led by a driver picking up trash, repairing roads, or digging canals is a common sight on the streets.

The misery in this city is almost palpable. Thick stone walls both outside and inside control movement. Heavily armed guards patrol a labyrinth of walls. They move in a world of their own two stories above the rest of the city. The frequent stone walls, thin streets, and musty old temples and barracks create a most oppressive feeling.

Citizens must have papers to move about freely, and this right is restricted even among its citizens according to social class. Visitors receive a pass that allows little entry into the rest of the city, unless they pay high fees or equally high bribes. Having an improper pass results in flogging or a stay in one of many pillories in the city.

Government: The Theocrat rules over the entire country as the High Priest of the Whip, but one of the four Grand Masters of the Whip rules the city. The current city leader is Ilthan Vilitek, a loud man with vitriolic temper. He dyes his naturally flaming red hair a nut brown, the better to mix in with the Brandobian majority.

Economy: The national and local economy both require the frequent acquisition and sale of slaves. The nobles and slave merchants (they are usually the same) compete with each other to build the most ostentatious and most elaborate homes possible. Their frequent spending actually keeps money moving through the economy and maintains a healthy, predictable pace. The country never has too little food. If food is scarce, slave owners sell off a few of their slaves to other nations, thereby reducing how much the owners have to spend on food while simultaneously filling their own coffers.

Numerous slave mines burrow into the Yan and Sliv Elenon ranges. The fertile mines allow the Vrendol merchants to export a variety of gems and precious metals to the rest of Tellene via Dowond-Brandel. Many Brolenese consider the risks of the Yan Elenons minor in comparison to the wealth of precious gemstones they garner there. Miners that fear loss of slaves or their own death wisely delve the Sliv Elenons instead.

Military: The nation's military need is small, since excellent natural borders protect her. The standing army answers to General Lea Tran, a hardened veteran of a dozen battles and hundreds of skirmishes.

Lea grew up in the Whisvomi forest. At the tender age of eleven her uncle sold her to a gang of slavers. Years of brutal forced labor only fermented her hatred of her family and expanded its scope to include all Whisvomi people.

Her master perceived her physical toughness and willpower early on and made her an overseer. In this more visible role, Lea caught the eye of one of the Theocrat's recruiters who usurped her masters property rights and dragged her off into the army. Much to his chagrin, his little prize turned out to be an infinitely more shrewd leader and quickly disposed of him and anyone else who barred her way.

The small standing army is usually preoccupied with internal policing activity - slave unrest being a constant threat no matter how harsh the penalties may be. In times of crisis, however, they can quickly be mobilized and augmented if need be by marines from Pel Brolenon's sizable navy.

Temples: No faiths are allowed other than the House of Shackles, which has an immense temple in Vrendolen (and a physical presence in every town, village and thorp in the country). The temple houses no less than a dozen high-level clerics, 60 junior clerics, twenty monks, and 400 loyal followers who live and work in the temple. An open assault on the temple would require tremendous force of numbers and magic.

Mages & Sages: The nobility of Pel Brolenon have a great love of magic, and it is standard for wealthy families to have a minor wizard as a tutor for their children. The nobles thus learn reading, writing, history, and other academia. Because the Brolenese consider magic a sophisticated and cultured pastime, the upper strata of Brolenese society occasionally dabble in magic. For this reason, low-level spellcasters are less rare in Pel Brolenon than in other parts of the world. Also, they tend to create unique spells designed for very specific purposes.

Helcawn Stron is a typical example. He owns a large tract of land in and along the foothills below the Yan Elenon Mountains. His slaves collect bat guano by the shipload. He knows a spell he calls *bat accident* that sprays guano at a single target, covering a person completely. Besides the horrible smell and acidic qualities, the guano acts as a *web* spell of much lesser area (5 ft. x 5 ft). Stron, however, wastes it on obnoxious people who like to mock his unusual source of income at parties.

Underworld: The Brotherhood of the Broken Chain has a small cell of fighters, rangers, and clerics in the city. These people meet in select inns and homes in the rare circumstances that require the whole group to meet. Their primary purpose is learning the departure times and places for overland caravans. Their leader, Gruthal, fears being caught and enslaved, so he refuses suggestions for overt missions against the slavers.

Unfortunately for Gruthal, the Theocrat already knows about his group. In fact, he has been receiving misinformation for nearly a year now, and the other members of the Brotherhood are beginning to suspect him of turning against them.

Interesting Sites: The city boasts a magnificent arena which is the social gathering place for the wealthy and commoner alike. The wealthy visitors sit in seats shaded by canopies and served by attractive elven slaves. The commoners sit on cramped stone benches distant from the action in the arena. Activities range from plays and musical performances to displays of captured monsters and magic.

Special Notes: Vrendolen could easily serve as the destination for high-level adventurers. It contains many adversaries of different character classes that could serve as foes, and the strands of their web-like plots reach into cities and towns across Tellene. Adventurers might have to visit Vrendolen to investigate the activities of the Golden Alliance, search for a particular (and valuable) captive of the slavers, pursue a stolen artifact taken by the Bringers of the New Order, or seek to strike back at the slave operations in general.

A cartographer's rendering of Vrendolen

Topography of Brandobia

WOODLANDS

Brolador Forest: This shrunken, yet dense, forest is a bastion for the foes of the racial policies of Eldor. Oddly enough, few pure-blooded elves actually live here, as the population is mainly militant half-elven yeomanry. Under cover of darkness, bands of vigilantes seek out the most racist Eldorans who have committed heinous crimes against their ilk, yet have been excused by the distorted legal code. The justice offered by these vigilantes is swift and usually fatal. Their favored targets are those who maliciously exploit the racial purity codes for their own twisted pleasure.

Crondor Woods: The Crondor River passes through the northern portion of this woodland in southern Mendarn. Within the last century, a significant population of elves established themselves here and transformed this formerly scrubby area into a beautiful deciduous hardwood forest.

Eldrose Forest: This tangled forest on the south slopes of the Yan Elenons is home to the House of Shackles. As such, it is a hive of evil. Slave labor has transformed the area into a veritable fortress, bolstering the region's natural defenses. Keeps line the broad road from Vrendolen, the capital city, to the temple while fortifications are evidenced throughout. Elite fanatical troops patrol the forest ever wary of those who would intrude upon the dominion. At night, a dim reddish hue can be seen leagues away from the temple.

Lendelwood: This large sylvan region meanders outward from the western foothills of the Legasa Peaks. It is a bastion of elven culture and one can feel a faerie influence throughout the entire forest. The ancient elven city of Lathlanian lies within the heart of this wood. Reputedly, the city spreads a faint magical aura over the whole domain. It would be hard to dispute this claim, as the weather is most gentle, and good creatures abound. The small pastoral communities bordering Lendelwood are home to woodsmen and farmers of both human and halfling stock. They tend to be of a more elven temperament than is usual in such folk and consequently they dislike the Eldoran intruders.

Lathlanian, City of the Wood

Population: 11,400 wood elves. High elves originally founded Lathlanian, though most of the high elves left for Cosdol. Fewer than 800 now remain.

At a Glance: Lathlanian is difficult to find because it sits in a low valley of which travelers must travel within a hundreds yards to see at all. Once a visitor finds (or more

likely, is led to) the valley, he must travel down precarious paths to the level of the city, where monstrous trees rise to the level of the forest above. The city forms a wedge pointed toward the west, corresponding to the shape of the valley with a rounded back along the lake.

The city's wooden buildings grace the shores of Lake Fanateen in the center of the forest. About a quarter of the city is actually on the lake, resting on solid docks over water up to thirty feet deep.

Visitors are not usually welcome, and they almost never surprise the Lathlans because patrols alert them before bringing strangers into the valley. The elves are courteous to strangers who are friendly themselves, although Eldoran humans are always suspect.

Government: King Cevranath has ruled the city for 200 years, ever since the untimely death of his father. Cevranath holds sway over the entire Lendelwood Forest, a kingdom less than a third the size of the one his father ruled. While the situation galls him, he knows his tiny kingdom could not maintain a lengthy war with Eldor on Eldor's own territory, and he is content to kill off intruders as they enter his forest until they relent.

Cevranath's people support him, but growing danger in the Legasas has them worried. A generation ago (that is, 300 or 400 years), the elves would have moved west for a while and then returned. Now that route is blocked by hostile humans, and they have to contend with the threats the best they can. Some elves argue that they should take the war to the humans, by stopping the vital trade that flows down the Brolador River with force, and sending a flotilla of war rafts all the way to Dalen. The Lathlans know, however, that the military of Eldor is as large as their own civilian population, and they would be annihilated entirely if they lost such a venture.

Economy: Lake Fanateen provides the Lathlans with fish, the forest has abundant game, and tended groves provide a variety of fruits, berries, and nuts. Lathlanian trades its food surplus (especially nuts) with the Legasan dwarves in return for gems and iron (they could trade for finished products, but the elves prefer to work it themselves). Despite the proximity, the elves trade little with the elves and halflings in the northern Welpremond Downs; both cultures produce many similar products. The Downs are more likely to suffer during bad seasons, however, and the Lathlans will trade their food surpluses for whatever their neighbors have to offer.

Military: Although at odds with the people of Eldor, the elves are not aggressive. On the other hand, they ruthlessly hunt down any armed bands entering their lands. The Lathlans possess an army of close to 1,000 skirmishers in studded leather or leather armor with shortbows, spears, and shortswords. Another 200 heavier footmen (scale mail or chainmail, longsword, and wooden shields) guard the city and the immediate area from monsters who live in the wood and trespassers from the Legasa Peaks.

The military's elite includes hippogriff cavalry, a tiny band of 30-40 fearless veterans. Their leader, Thelanaeorive Rawannaesian, chafes under the King's orders to remain in the Lendelwood. Before the war, Thelanaeorive and his band ranged from Cosolen to Breven, and from Dralven to the Norga Tors. Folk in these places relied on the cavalry for protection and moral support. Rawannaesian fears that the people he used to protect will think he has abandoned them, and he resents the restrictions that place these people in possible danger.

Temples: Worship of the Raconteur is popular, but not as much so as in the north. The wood elves of Lathlanian worship the Great Huntress more than any other god or goddess. Great Hunter Ellerand modestly denies that he is the most influential person in the city aside from the King and his two sons, but the elves know that it is true. The Church of the Silver Mist, the Conventicle of the Great Tree, the Face of the Free, the Church of the Night's Beauty, the Inevitable Order of Time, and the Church of Everlasting Hope vie for the remainder of the city's faithful. The House of Knives claims a handful of individuals who make no church and meet clandestinely.

Mages & Sages: The elves of Lathlanian are less magically inclined than their kin in other places. They prefer works made of their own hands to those summoned by magic. Wizards are still respected, and the most respected wizard is Anaechin Tovalathlanco, whose odd name identifies him as belonging to one of the oldest elven families. Anaechin knows spells that humans have never seen, guards secrets forgotten by others for centuries, and protects the people of Lathlanian as if they were his own children.

Instead of wizards, druids are formidable powers in the city. Although respected for their magical prowess, the elves also revere them for their role in the culture. The wood elves look to the druids as leaders and spiritual guides. Currund the Golden, one of these elders, supports the elven policy of patience; eventually the humans will tire of their war with them, and they will be free to wander again. They will see the sea turtles of the Yordon Sound, walk the broken coastline of southern Mendarn, and hear the voices of their rustic kin in the Voldorwoods.

Underworld: The city has a dark side the elves prefer to keep as quiet as possible. Always given to pleasures of art and music, a core group of elves has found themselves worshiping the Vicelord and enjoying the pleasures of his faith. The city is determined to find the cult and eliminate it, but so far they have had no luck.

Aside from the unspeakable acts of the Vicelord's followers, crime in the city is rare and seems to be limited to theft, robbery, and occasional assault. Murder is rare but not impossible.

Interesting Sites: Most elves live in "the wedge", the

land-bound portion of the city, and they celebrate life as only elves do. Every night one friend or another throws a party, and few elves see a week without a celebration of some sort. These events often combine family, friends, and religious ceremonies, as the Lathlans are faithful folk.

Special Notes: The war with Eldor is a major concern to the elves, although they appear to have done nothing to end it. The issue over which the war began, the destruction of the logging camp, is true. The elves destroyed the camp and all within it. Despite warnings, the loggers cut down an ancient druidic grove, a shrine to the Old Oak that had stood for 3,000 years.

The area would be perilous for player characters to investigate at this point. Besides being guarded by extremely vigilant and martial elves, the spirits of the loggers haunt the former grove as ghosts, prepared to destroy elf, human, and forest creature alike.

Cevranath believes that the human leaders received the ample warnings his people gave and that they acted maliciously, ordering the grove destroyed to spite the elves and prove their intention to act as they wish in the ancient elven home. In fact, the loggers cut down the grove of their own free will, heedless of the conflict their action would come to cause.

Voldorwoods: This massive virgin cluster of conifers borders the northern edge of Voldor Bay. Rustic wood elves live here and they report that xenophobic wild elves live in the western portions of the forest. The growing elven influence on the human population has encouraged dialog between the inhabitants. The eastern portion has begun to develop a small timber industry albeit under the watchful eye of the elves.

MOUNTAIN RANGES

Elenon Mountains: Without question the most foreboding mountains on Tellene, this range is blanketed in a mantle of snow year round. The ruggedness of the terrain and severity of the weather render the northern Elenons almost impassable. The southern Elenons are not as severe and do contain several passes, but one must then traverse the desolate Elos Desert. Despite the harsh conditions, several clans of mountain dwarves dwell in these heights because rich veins of platinum and mithral exist here. The dwarves do so with great trepidation, as the peaks and valleys are home to many horrific creatures.

Krond Heights: Comprising the northernmost stretches of the Elenon mountain range, these peaks extend from the P'Bapar Pass at Coniper Gap north past the known realms. Though not as lofty as the Legasa Peaks, their austere slopes impede all but the most determined explorers. The range has been little explored, though all sorts of giants and many goblins and orcs are known to dwell herein.

Legasa Peaks: The zenith of the Elenon Mountains, these colossal peaks stretch from the P'Bapar Pass in the north to the origins of both the Lendel and Ek'Ridar rivers at their southern slopes. No pass exists through this range. The caves and valleys of the eastern slopes shelter a wide variety of terrible monsters and reputedly spectacular jewels. The Lendelwood extends up the western slopes to the tree line. Hippogriff-mounted elves patrol these western slopes, so they are relatively safe within the forest.

Alumapale Springs: High in the Legasa Peaks is a deep ravine filled with actively boiling, hot sulfur springs, although, due to the altitude they are not scalding. Steam billows from these springs for miles around, then condenses on the peaks, making their surfaces exceptionally icy. Many creatures visit the Springs, attracted by this phenomenon.

Sliv Elenon Mountains: See the Young Kingdoms

Yan Elenon Mountains: This southwestern fork of the Elenon Mountains is far less rugged than the connecting mountains, and consequently, is home to a wider variety of creatures. Orcs numbering in the thousands and their ogre allies claim mastery over the range. In truth, this is hardly the case. Creatures such as griffins and packs of displacer beasts roam free and often supplement their diet with orc meat. Constant skirmishing occurs in the vicinity of the Eldrose Forest as the orcs attempt to drive off the elf-bloods of Pel Brolenon.

HILLS

Dopromond Hills: This range flanks the Yan Elenon Mountains in southeastern Mendarn. Though not possessing significant metal deposits, the area produces large quantities of semi-precious stones. Many gnomish and halfling clans mine these hills. The halflings who inhabit this area are of the deep variety and are excellent miners as well as farmers.

Napalago Hills: Known locally as the gateway to the east, these hills lie at the western outlet of the Coniper Gap. The headwaters of the Brolador River are but a league away from this point and a lightly encumbered traveler can paddle all the way down river to the city of Dalen. The hills themselves are home to sturdy hillmen who have a noticeable strain of Kalamaran blood and deep halflings.

Odril Hills: These windswept hills in northeastern Cosdol are uninhabited as the bulk of her population clusters around Voldor Bay and the lower Omdal River. In season, one can occasionally encounter trappers near the north branch of the Omdal.

Welpremond Downs: Lying just west of the Elenon Mountains and south of the Lendelwood, these rolling, grassy hills are rich in both gemstones and valuable metals. The southern region is home to many deep halflings and a few dwarven clans, while many elves and halflings live in the agriculturally-oriented northern districts.

WETLANDS

Avdoron Mires: This large swampy area lies about forty leagues south of Voldor Bay in southern Cosdol. Often ten leagues across, this trackless waste is home to mongrelmen. When the Brandobians began to persecute the other races, the forefathers of these pitiful creatures were expelled from cities and towns for their racial impurity or birth defects and condemned to live in the mires. Over time, a fairly homogenous blend of traits emerged. These traits serve to define the race and allow them to survive in these poor surroundings.

Needless to say, the human inhabitants of the surrounding areas give the area wide berth. The true story of what occurred has been distorted into a local superstition of bogeymen who creep out of the swamp at night and murder unsuspecting victims. In truth, the mire is free of large predators and safe to cross, as the mongrelmen want nothing more than to be left alone.

Pel Brolenon Marsh: This low stretch of land abutting the Straits of Svimohzia in southwestern Pel Brolenon is a poor haven for those trying to escape the iron grasp of Pel Brolenese enslavement. In addition to the threat posed by native creatures, such as giant weasels, inquisitive creatures from the Yan Elenon mountain range wend their way through this bog in preparation for raiding into the Pel. The Theocrat also dispatches patrols into this area with a dual purpose: to intercept possible raiding parties, as well as to capture escaped slaves. Those slaves who are caught are publicly eviscerated as a deterrent to others contemplating escape.

BODIES OF WATER

Brandobian Ocean: This westernmost ocean of Tellene is heavily trafficked. Maritime travel is prevalent here as merchants venture between the many islands and the mainland. Most of the isles are colonies of Eldor, although Mendarn claims a few. Eldor gains most of her raw materials from these islands. Additionally, Eldoran and Mendarn slave traders capture natives here. Sailors encounter few sea monsters in this ocean, although many pirates scour these waters.

Edros Bay: The Brolador and Crondor rivers empty into this inlet. Although the Edros' depth provides an excellent bay for larger vessels, the coasts are rocky and hazardous to sail past or near. Nevertheless, several important towns sit between and at the mouths of the two rivers.

Lake Fanateen: This large lake in the very heart of Lendelwood is the remnant of an ancient glacier that once wound down a spur of the Elenon mountains. Still fed by virgin streams from those lofty peaks, its clear waters are icy cold yet pure and invigorating. Large game fish abound – including the occasional giant gar. Elegant skiffs undoubtedly piloted by elven fishermen can occasionally be seen far off in the distance, but their sailing skill is such that encounters are explicitly at their option.

Straits of Svimohzia: See Svimohzia

Voldor Bay: This inlet of the Brandobian Ocean is isolated from the rest of the realm and infamous for its thick fog. Thus, it boasts little commercial traffic. However, small fishing vessels alight at the port city of Cosolen.

Yordon Sound: This minor inlet of the Brandobian Ocean is located in northern Eldor. Its sheltered waters form an excellent natural harbor.

RIVERS

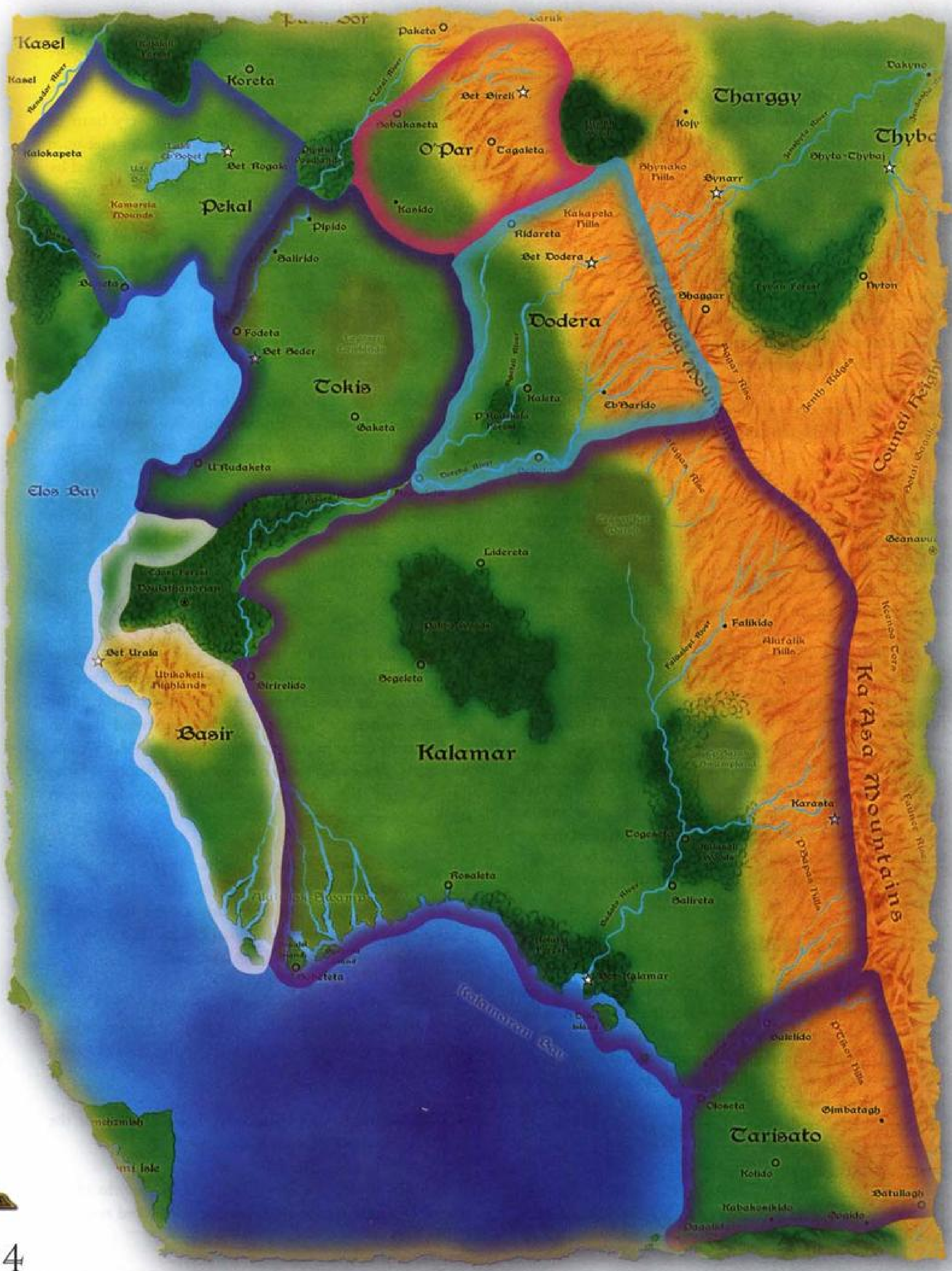
Brolador River: The greatest river west of the Legasa Peaks, the Brolador runs all the way from the town of Napalido on the west side of the Coniper Gap, through the northern stretches of Lendelwood, and westward through the center of Eldor before reaching the Brandobian Ocean. Navigable, albeit with some intermittent difficulty, as far as the Napalago Hills, the Brolador is the first, or last, leg in most east-west journeys.

Crondor River: From its origin, the point where the Yan Elenon Mountains begin to give way to the surrounding foothills, this river runs a mere fifty leagues until it empties into the Brandobian Ocean. It is navigable for less than twenty leagues from its mouth.

Dalmond River: This river is a tributary of the Omdal that flows west from the Krond Heights. Every year in the fall, vast numbers of sea salmon swim up this river to spawn in the Odril Hills.

Lendel River: This waterway is a tributary of the Brolador that flows through Lendelwood.

Omdal River: An ice-choked flow six months of the year, the Omdal runs south from the unexplored northern hinterlands.


Kasel
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Bet Bireli
Sobakaseta
O'Par
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Tharggy
Kojy
Thybaj
Shyta-Thybaj
Shynako Hills
Synarr
Dakyne
Pipido
Balirido
Ridareta
Kakapela Hills
Bet Dodera
Dodera
Shaggar
Hyton
Fodeta
Bet Seder
Tokis
Baketa
Kaleta
Eb'Barido
U'Rudaketa
Elos Bay
Lidereta
Bet Urala
Ubikokeli Highlands
Basir
Segeleta
Sirirelido
Falikido
Alufalik Hills
Kalamar
Karasta
Rosaleta
Balireta
Bet Kalamar
Ka'Asa Mountains
Counai Heights
Beanavu
Kalamaran Bay
Baletido
Ojimbatagh
Tarisato
Kolido
Batullagh
Kabakosikido
Donido

Chapter 3
Kalamar

Slowly the Kalamaran people migrated from the cradle of civilization to the wetlands of the Alubelok Swamp. There they settled and became an agricultural society. They lived primarily on the wild rice they found, but eventually, the Kalamarans learned how to drain the wetlands and cultivate rice and other crops. Their crops fared well in the warm, wet climate and the weather allowed two full growing seasons. They supplemented their diet with meat from the abundant supply of wild cattle and deer that roamed the open plains and forests. As the deer population became sparse, and the Kalamaran numbers grew, they began domesticating wild cattle. They also learned to capture and break the wild mustangs that were indigenous to the area.

When the Kalamarans explored the Ka'Asa Mountains, they encountered a settlement of dwarves who were engaged in mining an area rich in copper and tin. The dwarves were smelting these two metals together, to make bronze. Kalamar's ruler, King Ali Inakas, who believed in peaceful coexistence, made a trade agreement with the dwarves. He traded foodstuffs and other products, including gold that had been panned from the rivers, to the dwarves in exchange for their bronze.

The bronze proved to be an ideal material for weapons and armor. The metal proved stronger than anything they had ever used. King Ali's two sons, Rulakan and Fulakar, realized that these new bronze items, together with their newly created horse-mounted troops, produced an army superior to any other. However, Rulakan and Fulakar could not convince King Ali to conquer the surrounding lands; they orchestrated a successful coup and assassinated their father. Together, they assumed the throne and began the most successful military campaign in the history of Tellene.

Armed with their bronze weapons, protected by their bronze armor, and with the use of their charging cavalry, they easily crushed any force that dared oppose them. As they spread to the south they reached the Obakasek Jungle. Peopled entirely by savage humanoids, the Obakasek quickly earned the reputation of being unconquerable. After more than five years of vicious fighting, known as the Jungle Wars, Rulakan and Fulakar were convinced that the Obakasek could not be conquered. To guard against humanoid incursions, they built forts along the jungle's edge. Unfortunately, the brothers severely underestimated the sheer numbers of humanoids and several of the outposts were overrun. It is widely rumored that Rulakan had to make a pact with Lamas, the Lurker in the Void, to gain the service of devils, thus ensuring that the southern border remained intact.

After securing the south, the brothers spied on the countries to the north. Fulakar learned the exact locations of his neighbors' armies and their numbers. Armed with this knowledge, Fulakar set off on a nonstop march northward and beyond.

Fulakar, a brilliant strategist by the age of nineteen, moved northward up the western edge of the Ka'Asas almost unhindered. All able-bodied captives were impressed into his army and used as front-line troops. Those captives that could not fight were left behind in hastily constructed outposts and border towns. Fulakar rewarded many of his original warriors by appointing them governors at these new outposts and keeps.

As Fulakar marched northward, every opponent was either destroyed or absorbed. Often, when his advancing army reached a nation's border, it would find large numbers of soldiers waiting to surrender. Only when they arrived at the lands surrounding Lake Jorakk were they turned away.

There they fought the harsh winter of the frozen north and tribes of Fhokki barbarians. Ignorant of the consequences of beginning a fall campaign in such a climate, their troops were decimated by sub-zero temperatures and heavy snow. The barbarians used the weather to both conceal their numbers and carry out guerrilla-style raids. Rather than directly confronting Fulakar's far superior numbers, the barbarians would quickly strike the

Kalamaran's flank, usually during the height of a snowstorm. Often they would only destroy the Kalamaran supplies and then flee into the blizzard, the storm quickly covering their tracks.

During that first winter, there were ten Kalamarans lost to the elements for every one that died in combat. They were forced to retreat. The following spring, Fulakar himself almost died from a bout of pneumonia. Upon recovery, he declared the north a wasteland and worthless to the Empire. Fulakar set up a border to defend against barbarian incursions and focused his attention on the western lands.

Fulakar met little resistance as he spread west to the Legasa Peaks. After only nine years, Fulakar had conquered almost the entirety of his known world. His only set back came when he crossed the Legasa Peaks and invaded Brandobia. There he met heavy resistance, and fought to a draw in the famous Battle of Coniper Gap. After the battle, both sides were decimated. Realizing that he needed to return to Kalamar for fresh troops and supplies, Fulakar sued for peace. The Brandobians retained all lands west of the Legasas, but conceded P'Bapar Pass and the Legasa Peaks to the Kalamarans.

With Fulakar off fighting in the north and the west, and Rulakan keeping the south secure, Kalamar itself was actually being ruled by Rulakan's wife, Lelana. Lelana was a very charismatic woman and used magic, which she learned from her husband, to make herself appear even more beautiful than she already was. When Fulakar triumphantly returned to Kalamar, he found his brother, Rulakan, suffering from a mysterious disease and Lelana in full control of the country! Fulakar blamed Lelana's magic for his brother's illness and when Rulakan died less than twelve months later, Fulakar vowed to avenge his brother's death. He was planning a military coup to overthrow Lelana, but he vanished without a trace a week later.

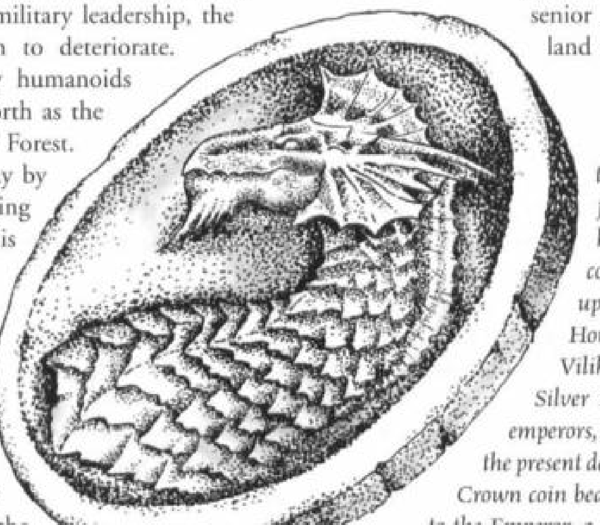
Having lost its strong military leadership, the Vast Empire quickly began to deteriorate. The south was overrun by humanoids and they advanced as far north as the southern edge of the Rolutel Forest. There they were turned away by Rulakan's son, Kolokar, leading the Kalamaran troops in his first battle.

Kolokar realized that the empire was falling apart. He removed his now senile mother, Lelana, from the throne and he and his wife ruled. He assembled what army he could and went to secure the north. There, Kolokar found Fhokki and Dejy tribes slowly advancing. The barbarians had met little resistance and had taken control of the land north of the Shynako Hills. With the vast majority of his troops being green, Kolokar was in no position to war with the seasoned barbarians. He hastily opted for peace treaties with the Fhokki and Dejy chieftains, conceding the land that had already been lost. He then ordered construction of a great battlement now known as Kolokar's Barrier. Kolokar set up outposts along the border to oversee construction and fortify his barrier.

Kolokar then moved to secure the west. Surprisingly, the west had remained almost intact. Since the Eastern Brandobian Empire had been all but wiped out during Fulakar's conquest, there was little in the way of organized resistance. Some of the petty nobles had declared themselves supreme and seceded from the kingdom. But, after a series of quick and decisive battles, the lords were removed and the northwest was reunited. Foreseeing his inability to control such an enormous Kingdom, Kolokar divided the land into smaller kingdoms and duchies that were to pay fealty directly to Kalamar.

Kolokar's victory was short-lived because of his inability to keep peace between the dependencies. He imposed stricter and stricter laws and exercised several successful military campaigns in a vain effort to maintain order. In the end, Kolokar's preoccupation with the north-west proved to be his undoing. While away in the new kingdoms on a peacekeeping military mission, the two most powerful noble houses, Eramis and Pilitala, conspired to remove him from power. They captured and imprisoned Kolokar's family and declared themselves in charge. In a fury, Kolokar raced back from the west, intending to regain control of the government and rescue his family. While racing back, Kolokar was thrown from his mount and died with a broken neck.

The two noble houses each declared their own senior member as the new Emperor, and the land was thrown into a bloody civil war.



The Silver Dragon Coins

In an effort to destroy all memory of the Inakas line, Vilik banned the use of all former coins and minted new currency in his own image. The people were commanded to turn over their old currency upon pain of death for disobedience. However, every year on Thedorus' birthday, Vilik would receive a mysterious gift of one Silver Dragon coin! Despite the wrath of the emperors, this rebellious tradition has continued to the present day. It is said that when an ancient Golden Crown coin bearing the image of Thedorus I is delivered to the Emperor, a youthful Thedorus will be restored to life and will exact revenge for his family and reclaim his throne.

During the next seventy years, commonly known as the Age of Great Anguish, the Empire crumbled into fragmented kingdoms ruled by lesser lords with each monarch attempting to assume the Imperial throne. The commoners suffered the most in this civil war. At first, they were forced to turn over all their crops to feed their lord's mercenaries. Later, their crops, fields and homes were either raided or burned by passing armies. The land fell into decay. Starvation, disease and pestilence ran rampant.

One petty lord from the south, Prince Thedorus, claimed to be a direct descendant of Emperor Kolokar and a member of the royal House of Inakæs. Thedorus had a small army of loyal troops, including many dwarves from the Ka'Asa Mountains. It is said that Thedorus had the support of the dwarven king of the Ka'Asas, who revealed to him the secret of steel. With weaponry made of this superior metal, plus an excellent commander, Rovak Fen'doral (a paladin, who rode a silver dragon, Vevisalakale, into battle), Thedorus defeated the other southern lords and reunited the main Kingdom of Kalamar.

With the aid of his former champion Rovak Fen'doral (see sidebar on p. 39) and Vevisalakale, King Thedorus I was able to vanquish the remaining lords and reunite the Empire. Thedorus I reigned for fifty-seven years, controlling all the land from the Legasas to the Ka'Asas. During his reign, the humanoids and barbarians were defeated and the old Kalamaran borders were re-established. Great roads and magnificent cities were built. Trade flourished and the highways were free from robbers and bandits. The land prospered and famine, pestilence and hunger were all but a distant memory. There seemed to be no evil left in the lands. At the age of eighty-nine, Thedorus I, the most popular emperor in the history of Tellene, died peacefully in his sleep.

Thedorus' son, Lakali, was found brutally murdered the day before his coronation. All evidence indicated that it was a demonic assassination as no natural beast could possibly have caused such wounds. Within hours of the news, Vilik, the senior member of the noble House of Bakar seized the throne and butchered Thedorus' remaining children and grandchildren. However, the crown, the rest of the Imperial trappings and the Sword of Kings were never found.

Within a week, Vilik crowned himself Emperor Vilik I. The land was instantly thrown into civil war. The next several years, known as the Time of Misfortune, were marked by a return to conditions not unlike those of the Age of Great Anguish.

It became apparent to Vilik that he did not have the funds nor power base to control the Vast Empire, so he divided it into smaller territories. He placed allies and members of the royal family (Bakar) into these new positions of power. The rulers followed Vilik's laws and paid him a portion of their taxes out of fear of his wrath. Vilik vowed that if a tithing was late as much as one day, the ruler in power would be killed, as well as all of his top aides.

Over the next three centuries, the once great Empire slowly deteriorated to less than half its original size. During the last 200 years, incompetent, insane or drunken emperors dominated the Bakar dynasty. These feeble rulers allowed dependent duchies to openly defy the Crown and eventually the western and northern lands began to declare independence.

Today, the Empire is ruled by His Most August Supremacy, Kabori I, of the royal House of Bakar. Kabori rules with an iron fist and strong military leadership. By far the most capable of all the Bakar emperors, he has vowed to return the Vast Empire to her former glory.

The Kingdom of Kalamar

The Kingdom of Kalamar (population 4,450,000), the largest and most populous nation on Tellene, is the central kingdom of the Vast Kalamaran Empire. Once the most powerful force for good and justice, the Vast Empire has declined to an unspeakable state of decadence. The current ruling family, the royal House of Bakar, has controlled the Empire for the last three centuries. During this time, the incompetent Bakar dynasty has managed to lose half the original land of the Empire.

Despite this decline, the central Kingdom's borders remain unchanged. Kalamar's boundaries include the Doreba, Ridara and E'Korug Rivers on the north, west and south, and the mighty Ka'Asa Mountains on the east. Kalamar and the rest of the Kalamaran Empire are ruled solely by His Most August Supremacy, Emperor Kabori I of the House of Bakar. The other nations currently under Emperor Kabori's rule are the Kingdoms of Tokis and Basir, the Lands of Tarisato, as well as the Duchy of Dodera. Additionally, Kabori occupies the dwarven Kingdom of Karasta, located beneath the Ka'Asa Mountains.

Unlike his ancestors, Emperor Kabori is a strong, gifted and clever ruler. His genius in military tactics and strategy is said to be exceeded only by the Old Man himself. At the Battle of Kadir Ridge, Kabori's tactical abilities and ruthlessness brought the dwarves and gnomes of the Ka'Asas to their knees.

In order to ensure productivity and obedience from his demi-human slaves, Kabori has stationed an army along the Ka'Asa Mountains. Most of the troops consist of hobgoblin infantry, recruited from the P'Tikor Hills and the Obakasek Jungle. The apparent unending supply of iron, tin, silver and copper ores flowing out of the mountains justifies the high costs of such an army. Along with these raw materials, Kalamar has an abundance of foodstuffs, livestock and gems. Kalamaran merchants export all of these resources to foreign ports, imperial and otherwise.

Kalamar remains on good terms with the entire

Empire. In the foreign political arena, Kabori has given favorable trade status to Ahznomahn and Ek'Kasel, that is, merchants from these countries are taxed less than those from other nations. It is rumored that the Emperor has been secretly aiding Ek'Kasel in her battles against Norga-Krangrel and in return, Ek'Kasel is to help Kabori reunite the Young Kingdoms with the rest of the Vast.

The Kalamaran empire has three main political enemies; Pekal, Tharggy and Paru'Bor. Of these, Kabori's primary foe is the Principality of Pekal, which, of course, was once a member of the Kalamaran Empire. For the last decade, there has been an increase in violence along the E'Liral River, including several major battles between Pekalese and Tokite troops. King Adoku of Tokis is reportedly preparing for a major offensive, designed to destroy Pekal and return her to Kalamaran control. It is generally believed that if Adoku fails, Kabori will personally invade Pekal using the Imperial Grand Army. This action may mean the end of Pekal, but it would certainly mean the end of Adoku.

Additionally, Pekalese warships constantly battle Imperial frigates for control of Elos Bay. This activity has increased as of late, because Kabori recently issued letters of marque to several local pirates, effectively giving them the freedom to legally assault Pekalese water-borne craft. Kabori has also issued an Imperial Decree to Basir ordering all Basiran ships to attack Pekalese vessels on sight.

Kalamar herself, like all nations of the Empire, is organized as a feudal society. Serfs farm the land owned by manorial lords, who pay tithing to their lords and so on. Ultimately, Kabori receives tribute from every lord and landholder in the Empire. For the common folk, this system provides an extremely harsh way of life. There is no liberty for serfs as they are bound to serve their lord. They are merely chattel, owned by the landed gentry and unable to travel. Occasionally, the peasants revolt. But, since Kabori has assumed the throne, these revolts have only resulted in the destruction of whole towns and villages. All involved are flogged and their leaders are publicly butchered. News of these massacres has spread far and wide resulting in fewer and fewer revolts.

Taxes are extraordinarily heavy as Kabori bleeds the nation in preparation for Imperial expansion. The lords who have dared to express their dissatisfaction over the current state of affairs have been arrested and their lands seized. One plot to overthrow Kabori resulted in the destruction of an entire noble family. Thus, commoners and lords alike cringe before the Emperor. Although they fear his wrath, most of the lords support Kabori and hope to gain his favor.

The heavy taxes have created a burgeoning black market for untaxed goods. Although the penalty for selling untaxed goods is often dismemberment or worse, every large town and city has an underground where anything can be purchased - for a price. In connection with most of these services is the Society of the Blue Salamander, which is very active within all nations of the Empire.

Banditry is common throughout Kalamar and brigands can be encountered along any major road. While the vast majority of these highwaymen are independent, some are paid by robber-barons. As local lords look for ways to increase the size of their own coffers in the face of heavy taxation, they have taken to disguising their personal troops as bandits. They then raid their neighbor's lands or ambush merchants or affluent travelers. As a result, Imperial soldiers scour the countryside, in search of these offenders. These same soldiers are very corrupt and many have taken to waylaying passersby and forcing them to pay a small fee or suffer arrest. Some of these troops also receive kickbacks from the local lords, and thus, turn a blind eye to their illegal activities.

Demi-humans are occasionally seen in Kalamar. Dwarves and gnomes are rarely seen east of the city of Lidereta because they fear being mistaken for escaped slaves. Many elves and half-elves live within Kalamar, although the elves typically stay within the confines of the Paliba Woods and the Edosi Forest. Halflings are rarely ever seen. Humanoids are common only as Kalamaran soldiery. Independent humanoid tribes are sometimes seen raiding the countryside, but these excursions usually end in complete annihilation of the humanoids by well-trained Kalamaran soldiers.

Bet Kalamar, Capital of Kalamar, The Home of the Emperor, Seat of the Empire, etc.

Population: Over 300,000, including thousands of elves, dwarves, gnomes, halflings, hobgoblins and orcs.

At a Glance: Bet Kalamar is a massive city, by far the largest and most opulent on Tellene. Home to Emperor Kabori and the Kalamaran Royal Court, the magnificent city sprawls for miles in all directions. Every lord and noble of the Vast Empire has an estate in or near the city. Amid all this wealth and plenty, dwell the meek and downtrodden dregs of society. Beggars and cripples are seen everywhere but in the Rich Quarter. Outside the city walls, lay the rundown shanties of the many people who came to seek riches but failed.

The city is a tall, sprawling mess. The victim of several separate eras of growth and different architectural periods, the city has a variety of building types, sizes, and ages. Roads are often constricted and cluttered. Even semi-regular repair can do nothing about the haphazard streets. Beggars wander the streets, avoiding the authorities and following the merchants and craftsmen like shadows.

Three large bridges cross the Badato River. These bridges are cluttered with shops and inns until they look as if they could collapse at any moment. They are old but

sturdy; one of them is barely a generation old, but two are much older and show remarkable craftsmanship.

All manner of goods and races are found within the city. Merchants from all nations flock to Bet Kalamar. They bring exotic and rare goods from all corners of Tellene, knowing full well that the wealthy Kalamaran gentry will pay any price to be the most fashionable at Court.

Visitors are generally welcomed according to the wealth they bring. The people cater to the wealthy and scorn the poor. A favorite joke among the people regardless of the stranger's station is to direct the visitor to the Sleeping Dragon Inn. The Sleeping Dragon is a joke; it does not exist. The citizens take a great deal of pleasure in routing foreigners all over the huge city in search of it, however.

Government: The Emperor rules this massive city directly, and he insists on having a hand in everything of importance. The government taxes every guild, every temple, every wizard, every mercenary group–anything it can. The huge revenues are necessary to cover the active military presence inside the country and to prepare for Kabori's dreams of expansion.

Economy: Bet Kalamar's hungry thousands demand an incredible amount of food. They import sugar beets and olives from Svimohzia, corn and dried fruit from Brandobia, cattle and raisins from the north, and tuns of wine from Shyta-na-Dobyo. Few food products leave the city other than rice, but many manufactured products do. Barrels, pottery, musical instruments, tableware (mostly silver, but gold is popular among the nobles of other kingdoms under Kalamaran rule), and wagons leave for places as close as the shores of the Badato river to as distant as the shores of Lake Jorakk.

Military: The city houses a full legion, the 1st Legion or "Kabori" Legion. Formally known as the Guardians of the Imperial Throne, this unit represents the Empire's finest military unit. These full plate-armored troops are chosen primarily for their fighting ability. Most began as veteran soldiers, but some have been noble duelers, some were pious paladins, and a few were wanted bandits! Despite their origin, they are all fiercely loyal and will die to a man to protect the Emperor. Although officially prohibited from it, some secretly duel in the Grand Amphitheater, both to propagate their reputation and to keep in practice.

The Gray Masks mercenary group is also in Bet Kalamar. Rumored to be thugs and assassins, their presence is a mystery. They claim to be under a commission and therefore unavailable, but they will not say to whom they are bound. Popular belief is that they have hired on with the Blue Salamanders.

Major Temples: Every deity has at least one temple in Bet Kalamar. The most prominent are the Parish of Love, the Fraternal Order of Aptitude, the Parish of the Prolific

the Sword of Kings

King Thedorus I wished to reward Rovak Fen'doral for his loyalty and bravery and ordered a silver coin struck with Rovak's likeness on one side and Vevisalakale's on the other. Today, these coins are called "Silver Dragons" by collectors and are priceless.

Overwhelmed with love for his king, Rovak Fen'doral swore eternal fealty to good King Thedorus I. He swore that he and every firstborn of his lineage would forever be the king's champion. That very night, Rovak Fen'doral was visited by his patron god, Deb'fo, the Swift Sword, who was accompanied by Forinori, the Speaker of the Word. They came to inform Rovak Fen'doral that he would never father a child and, therefore, could not keep his oath.

Overwhelmed by their divine presence and with the grief of the news, the paladin lord fell to the floor and begged forgiveness for giving a false oath, thereby, dishonoring his god and king.

The deities told him that if he wished to keep his oath, they could grant him eternal life, for a price. Rovak Fen'doral swore the oath again and the gods turned him into a sword, the Sword of Kings.

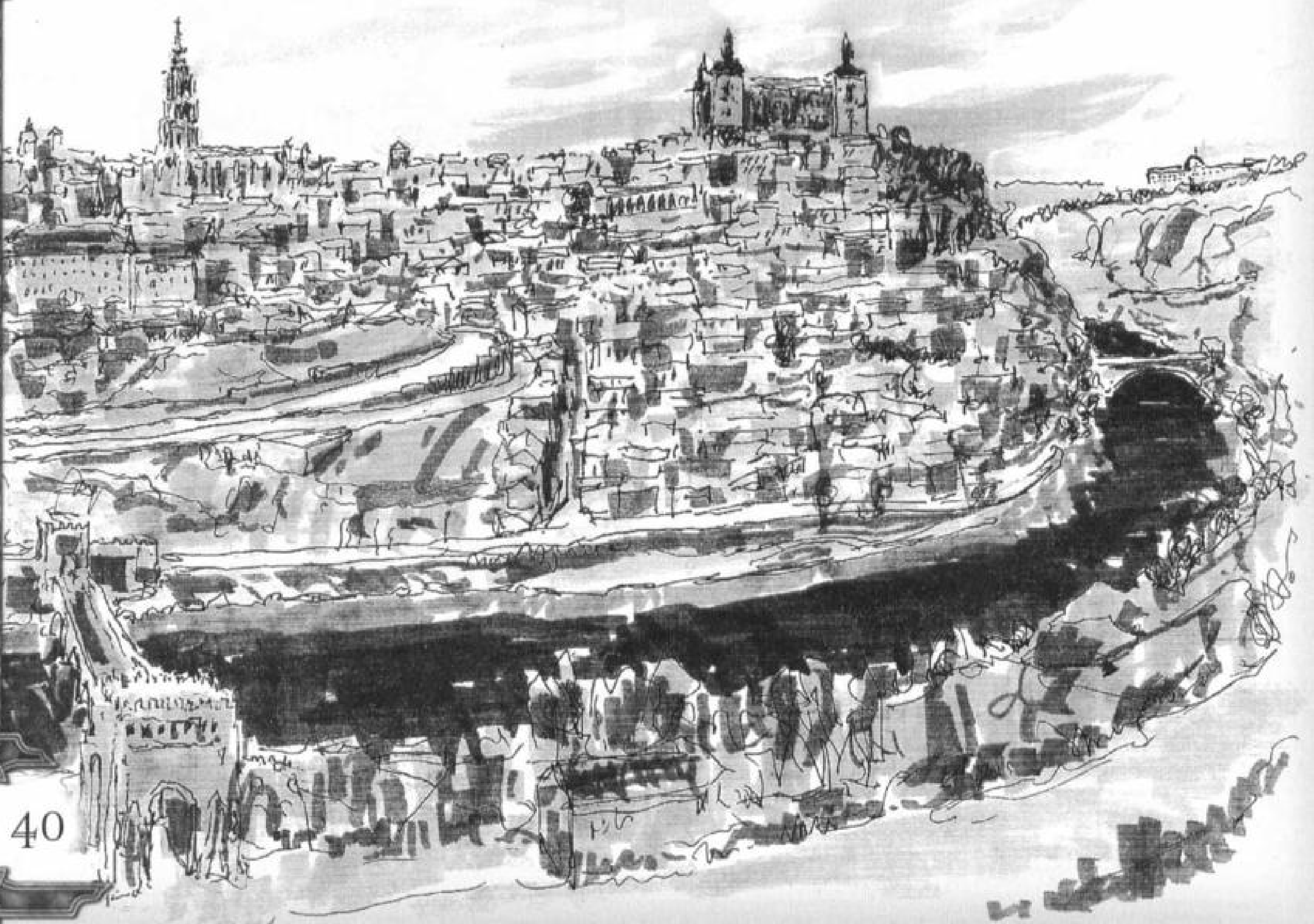
Coin and the House of Vice. Worshipers and clerics of all faiths are present, although some of the evil faiths are represented only by a household shrine outside the city walls.

The Parish of Love is led by Jepati Ezamil, a dark-eyed man with a massive gray mane of hair. His presence is shocking only until he begins to speak with his rich, seductive voice and his passionate words shake the listener. The noble women of the country's capital love Jepati, and they donate hundreds of thousands of gold pieces each year to the faith. The Grand Advocate of the Heart does not know that one of his Keepers of Harmony secretly spends some of this wealth at a brothel run by the House of Vice because the Keeper is fond of one of the girls who works there. The young Keeper is trying to persuade the girl to leave, but she enjoys her work and the attentions of the nobles and clerics she serves.

The Grand Professor who leads the Fraternal Order of Aptitude is a venerable elf who remembers King Ali Inakas and his belligerent sons. Cyrn Whitehelm can hold an intelligent conversation on dozens of topics, including astronomy, astrology, algebra, engineering, alchemy, history, geography, cartography, metallurgy, and anatomy. His subordinate Masters say he is so brilliant that they expect him to "pass beyond" mortality soon, becoming a Master of the Fourth Dimension and departing this world. The building in which Cyrn preaches and studies is the tallest in the city, if not all of Tellene. The thirty-story tower bears a huge clock face, maintained by the clerics of the Order in secret ceremonies witnessed by no outsiders.

The House of Vice openly operates five brothels in the city and secretly operates two more that cater to more bizarre tastes. The local Vicelord (the cleric, not the god) is reputed to be the most famous of his faith. Feranis is a physically powerful wereboar; this form of lycanthropy is considered to be a blessing of the god. In a recent coup, he captured and defiled three of the priestesses of the Kalamaran Face of the Free, a small but vocal temple led by Liberator Imanuril. He killed one, returned another so she could tell her story, and keeps the last sealed in a stone cell, a fate her faith considers worse than death.

The temple of the Parish of the Prolific Coin gleams in the daylight and fairly glows after dark. Its bronze dome is one of the most visible objects in the city, and the spires of its four smaller domes compete against it with colorful banners. Its altar, holy water fonts, and other accouterments are all pure gold, although the weapons of the guards are pure steel (eight fighters protect the temple and its belongings with their lives). The current Magnus, Guwan Bakar, is not only a second cousin to the Emperor, he is also related by marriage to one of the Enforcers of the Founder's Creation, and related by business (that is, a 50,000 gold piece loan) to Horan Kuwaki, a guiding member of the Golden Alliance.



Mages & Sages: The Royal Diviner, a hook-nosed worm named Shifan, is an ancient elf who has served a half dozen Emperors. He is openly scornful of his master–the only person alive who can get away with it. While some say the "Diviner" is the power behind the throne and the instigator to Kabori's aggression, nothing could be further from the truth. Shifan's reputation alone deters most threats to the person of the Emperor, and he has piles of magical items from which he occasionally gives a gift to his master.

Underworld: The largest city on Tellene is naturally the home to several of the largest thieves' guilds. Each guild vies, not only for control of the city's underworld, but also for control of several nearby cities' crime rights as well.

One guild, called only The Namirs, is remarkable in that it is a hereditary monarchy and not led by an elected leader like other guilds. The Namir family has led the guild for seven generations, and Badilo is an outstanding leader, bringing talents in many areas to the guild. An exceptional statesman, a brilliant orator, and a nimble adventurer, Badilo is a hero to his followers.

Additionally, rumor has it that the Society of the Blue Salamander has its headquarters somewhere in the hidden reaches of Bet Kalamar. If these rumors are true, Kabori must surely know. One wonders whether Kabori himself sanctions their covert activities, perhaps for a share in the profits.

Interesting Sites: The city is a home to many actors, engravers, sculptors, and other artists. An annual Festival of Life that originally celebrated an early harvest is now a busy week of two plays a night drawn from the talent of local playwrights. Kelona'i of Salirido is one playwright to be named "Master of the Feast," meaning that his work was chosen as the best of all those performed. He draws from ancient history and Svimohzish myth for his material, adding local morals and views.

Bet Kalamar also houses a large house of healing, the Apothecarium, where two dozen doctors practice medicine and constantly train both new doctors and army medics. The services are expensive, but payment is sometimes rendered in service rather than coin or goods. The very poor end up becoming indentured to the Apothecarium for long terms. Nobles or merchants can buy out their indenture, so they see the Apothecarium as a source of unskilled labor.

Other Notes: It is harder not to find adventure in Bet Kalamar than it is to find it. Scheming nobles, haughty ambassadors, miserable paupers, and arrogant soldiers all have desires and plans. Most of these dreams involve wealth and power, and all of them have someone who wishes to stop them.

Rosaleta

Population: 14,800 Kalamarans.

At a Glance: Rosaleta sits on a windy shelf overlooking the blue Kalamaran Bay. The view is spectacular, and everyone in the city seems to think so. Many homes, even of the middle class, have more than one story, and large windows on the upper stories are apparently mandatory by custom, if not by law.

The people are friendly to strangers, but heavily armed strangers are treated with suspicion. Since the port's narrow mouth provides a great natural defense to deter would-be pirates, the nearby Rolutel Forest harbors no dangerous monsters and the city is well inside the borders of a large kingdom, Rosaleta is one of the most peaceful cities visitors will ever see.

Government: Rosaleta is a choice fief controlled by the noble house of Harutor. Duke Falamar Harutor has ruled it for the last ten years, ever since his older brother N'Manac died without an heir. Falamar is loyal to Kabori and friendly with his neighbors. Harutor has two sons; the elder acts as magistrate and nominal commander of the militia. The younger, a brilliant scholar and imaginative artist, has joined the Theater of the Arts and has elevated that previously unknown temple to great status within Rosaleta.

Economy: Since most foreign merchant vessels land at the more easily accessible ports of Bet Kalamar (arrivals from south) or Sobeteta (arrivals from the north or west), Rosaleta's imports primarily arrive from Bet Kalamar and Sobeteta. Rosaleta's merchant vessels export to all major ports.

Rosaleta also sees considerable overland trade with the marketing juggernaut at Bet Kalamar. Even caravans operated by competitors travel together for protection from bandits and wandering orcs or gnolls. The city imports worked tools and luxury items (including furs, jewelry, and exotic wines) and exports wheat, soft pine for furniture, and mint, for which they have an excellent reputation within the kingdom.

Military: A bored garrison of 150 footmen guards the city from what they consider imaginary enemies. The men are a sloppy military unit: they wear only partial armor,

The Towers of Bet Kalamar

Bet Kalamar is famous for its magnificent towers and architecture. The city has hundreds of marble towers and spiraling buildings that climb higher than most fortresses. Most of these structures were built two centuries ago in a more decadent age, when the lords and ladies of Kalamar measured social status by the height of their homes. In a race to the sky, architects and masons were hired to build additional rooms and towers above the homes of the wealthy. The renowned College of Architecture was founded during this period.

Eventually, towers fell out of popularity, and the building frenzy subsided, but many of the towers remain as does the College of Architecture. However, because of these tall, narrow towers, some areas of the city are extremely unstable and certain sections are strewn with rubble from fallen structures. In these areas, ruined towers lean heavily against neighboring abandoned buildings. These areas resemble dungeons far more than city streets and are sometimes populated by thieves, criminals, giant rats or worse.

sleep or play cards on duty, and they rarely patrol. Rolator, their captain, spends most of his time at the city's one small brothel.

Temples: The Hall of Oaths, the Courts of Justice, the Parish of Love, the Church of the Night's Beauty, the Church of the Silver Mist, and the Founder's Creation have temples in Rosaleta. The most extravagant is the Church of the Silver Mist, which has a 50 foot diameter copper-plated dome visible for miles.

Not to be outdone, the Hall of Oaths has a jade statue of the Speaker of the Word sitting on a marble pedestal inside their worship area. The Parish of Love is building a fountain that they hope will reach 100 feet into the air. The Church of the Night's Beauty has a craftsman working long hours creating stained-glass designs for their temple.

Mages & Sages: The city has a wizards' guild of four wizards who meet for drinks and pastries in a bakery twice a month. They complain about the weather, lie about where they have been and who they know, and entertain the bakery's patrons with minor spells.

Cabaron, the group's newest member, has a more sinister background. Until 557 I.R., Cabaron was an active member of the Network of the Blue Salamander and worked closely with the mind flayers who lead the society. He incited rebellions in certain towns that have been recently erased from Kalamar's map by Kabori's implacable armies. Not by coincidence, these towns were all extremely loyal to the Emperor before Cabaron's appearance. He is not in Rosaleta to work, however. He is in hiding after Imperial spies almost discovered him in O'Par, where he was feeding Kabori's spies misinformation about the military preparedness of Tharggy.

Underworld: Rosaleta's crime center is a literal underworld. The thieves' guild meets in an old catacomb that has been out of use since the Church of the Life's Fire came to prominence about 200 years ago. This macabre meeting hall sees only a dozen or so attendees on regular monthly meetings, but on the annual Night of Knives, nearly the full membership of 200 rogues attends.

An evil hunter named Porisal leads the guild. This half-elf has an outstanding reward of 5,000 gp for killing a count's family in eastern Kalamar, and he brags about both the reward and the murder to his followers. Porisal is known to have several magical items of extreme usefulness, including a *major cloak of displacement,* suit of white *leather armor of invulnerability,* and an *amulet of proof against detection and location.* The ranger's followers are bandits, muggers, and murderers and operate within clearly delineated wards within the city. Porisol's control of Rosaleta's underside is absolute and unquestioned.

Interesting Sites: The cliff face over which Rosaleta sits bears a natural rock formation that looks like a contorted human face. The "wailing man" is infamous among sailors who pass near the area. Sailors avoid passing the city at night especially because they fear the stone face might have some hostile arcane powers.

Special Notes: The quiet Rolutel Forest does have its sinister secrets. Mysterious undead creatures similar to shadows have been reported, but the shadows are not of men, but of trees!

A growing number of humanoids live in or near Rosaleta. Over the last few years, improvements in their weaponry and tactics have increased the threat they pose to the standard patrols of soldiers used to deter their attacks. Rumor says that a fierce bugbear barbarian with a legendary magical sword now leads them.

Segeleta

Population: 10,100 Kalamaran humans with traces of Fhokki, Dejy and perhaps even Reanaarian blood. Demihumans are few and include families of halflings and elves. Dwarves and gnomes are sometimes seen here as well.

At a Glance: Segeleta originally sat on a smooth round hill, but it has overgrown the hill and it now spills down onto the plain below. The hill's edges still show signs of an older wall that was torn down decades ago for the construction of new homes.

A newer wall, this one of excellent construction and poor maintenance, stands outside of the homes and business of Segeleta. Two gates large enough to accommodate caravans or even armies open the city to the northwest and the southeast.

Government: Segeleta is in the timid hands of Baron Karaso, aided by his appointed Council of Peers. The Council supervises the city's administration and Karaso chooses to exercise his power only when a military threat confronts the city. Karaso is an unimpressive general and has only a small number of troops.

Peer Monshar, an aged healer with strong Dejy heritage, was knighted in his youth for saving a duke's infant son from kidnappers. Monshar is the senior Peer on the Council (of 30) and commands total respect from the community. He decides major policies and enacts new laws in Segeleta, with little protest from Karaso.

Economy: Segeleta relies on overland trade, especially with Lidereta, Rosaleta, and Aroroleta. The rare caravan from Bet Kalamar is met with a warm welcome. Exports include wagons laden with berries, beans, vegetables (especially peanuts, which are rare outside of central Kalamar) and lumbers not found in the Rolutel, Kalasali or Edosi forests. Incoming wagons might carry raw iron or copper, tough hemp cloth from Tarisato, Basiran rice, or Tokisian corn. Horses from the north are popular, too, especially the rare Drhokkeran chargers, used as overpriced draft animals.

Military: Baron Karaso commands a personal following of 30 heavy cavalry (armed only in scale mail with large

wooden shields, light lance, and longswords) on Gakite steeds. The horses wear scale barding that matches their riders. Karaso also employs another 200 foot soldiers (breastplate, longsword, and large shield). Segeleta's interior position and history of loyalty ensure that it sees few Imperial soldiers.

Segeleta's main military concern is keeping the trade routes open and making the merchants who use them feel safe. Long narrow roads extend north and south from the city, and soldiers are always on them in bands of twenty. They guard incoming and leaving caravans for about twenty miles from the city's walls.

Temples: Formerly, the elven presence in Segeleta encouraged the worship at the Theater of the Arts, the Church of the Night's Beauty, and the Temple of the Patient Arrow. Their worship has declined over the past decades, although the Church of the Night's Beauty still retains many of its followers due to the charisma of its sagely gnome priest, Ansren.

The newer temples that gained popularity after the elven exodus include the House of Solace, the Church of Everlasting Hope, and the Temple of the Stars. The Parish of the Prolific Coin is popular with traveling merchants, although few citizens worship there.

Mages & Sages: A wood elven wizard now sits on the city's Council of Peers, a position formerly common, but not seen for three generations. Menolak goes by his human (Kalamaran) name in the city, a sign of his eagerness to restore friendly trade and communication.

Underworld: While the memory of the elves still includes the events that separated them from the "human tribe" on their borders, none of the humans still living in Segeleta remembers the elves as friends and neighbors. Aside from stories told them by the gnomes in the city and by their grandparents, they know the elves only as vigilant guardians of the forest who do not hesitate to shoot trespassers.

Some people do not trust the elves and have initiated violence against Menolak and Paliba elves who come to trade. While they have not committed murder yet, the violence is growing in intensity. The hatred is fueled by Tomar, the senior cleric of the local House of Scorn and half-elf who sees his father in all elves. Tomar's father, formerly a Council member, reluctantly left the family when the elves cut off contact and could not convince Tomar's mother to join him. Tomar does not know it, but Menolak is a distant cousin; Tomar's father died from a poisonous spider bite thirty years ago.

Other crime in the city is sporadic and high for a city the size of Segeleta, but it is not as bad as in Tarisato.

Interesting Sites: A few miles into the forest, one can find the original site of Segeleta, a Fhokki settlement from thousands of years ago. The woods have overgrown the log homes of the tall folk, and the homes are overrun with spiders, vines, and nesting birds.

Special Notes: A band of adventurers recently discovered the reason why the wood elves of the southern Paliba Woods so abruptly broke off friendly relations with Segeleta almost a century ago. A band of greedy humans, having heard of the rumors of wealth belonging to their "Lady of the Forest," invaded her cave lair and slew her. The wood elves rescued her son, then only six years old and incapable of caring for himself, and brought him to live with them. The elves, erring on the side of caution, cut off all contact with humans until the young prince was ready to claim his birthright.

Now the prince, a copper dragon, has grown strong enough to assume his role as the forest's protector. The timing could not be better, for each year since the Lady's death, the wood elves have been pushed further south by humanoids and monsters from the more dangerous northern end of the Paliba Woods.

Sobeteta, City on the Rock

Population: 56,300 humans, nearly all Kalamarans. A thousand or two Svimohz and their second-generation progeny are the result of an emigration from unhappy Zazahni. At any given time, the city has a fairly large transient population thanks to heavy traffic from the Ridara and sea travel.

At a Glance: Sobeteta sits on Rokalel, a rock-rimmed island in the delta of the Ridara River. Apart from the city's sprawling mess, the island boasts little more than sheep, pigs, and farms. Inside and around the city's walls, however, dwells a busy metropolis. In the summer, the constant breeze from the south and southwest is a welcome companion. Its rare absence allows the putrid reek from the Alubelok Swamp to overpower the smells of the city.

Government: The city is governed by the Emperor's most trusted duke, and the position is not hereditary. The city's importance does not allow the vagaries of chance and birth for Kabori to entrust this vital city to just anyone. Duke Sorabek II proved his loyalty during the annexation of the dwarven kingdom of Karasta in the Battle of Kadir Ridge, where he ordered the massacre of a gnome village that hid dwarven dissidents. Sorabek has a reputation for being the Emperor's "hatchet man", a man who fixes problems. Sorbak's solutions require ruthlessness and merciless dedication to results.

Economy: Sobetata lives largely on the rice produced locally, but it also trades with Svimohzia and the cities along the Reanaarian Bay. The city is often the end point of trade from the Ridara River. The frail river vessels are capable of weathering neither the stormy Kalamaran Sea nor the pirate-thick waters of the Elos Bay. Instead, shipping going upriver or to the rest of the world trades hands in Sobeteta, leaving a tidy profit in this Kalamaran metropolis.

Military: The city's barracks house 2,000 to 3,000 infantry and marines. These troops are primarily concerned with external threats from the Alubelok Swamp and pirates in search of wealthy Svimohzish merchantmen.

Temples: The rocky island is the seat of the Valiant (high priest) of the Knight of the Gods. The Halls of the Valiant occupy a prominent position in the city, since over 4,000 of the faithful fill its lofty halls on holy days. The Valiant, a swarthy Svimohz named Vanamir has personally saved the city or its citizens from attack by sea monsters three times–once from a band of marine trolls, once from a giant squid, and once from a slew of elementals who streamed from a gate that opened a quarter mile off the island.

The Hall of Oaths is also popular, and its Grand Esquire, Minon, serves the city as Sobeteta's highest magistrate. He has a flawless memory for faces and crimes and criminals fear being brought before him a second time. His policy is "Once, show mercy. Twice, show justice."

Lesser temples exist dedicated to all of the good gods of the Sovereign Lands, the Parish of the Prolific Coin, the Temple of the Three Strengths, the Inevitable Order of Time, the House of Scorn, and the House of Vice. The Temple of Strife boasted a fairly large following until very recently. Ironically, internal dissention among its clerics tore the faith apart and its former followers are now scattered among a dozen other faiths.

Mages & Sages: Resemer the Unholy is a converted spellslinger with a bad reputation, as his moniker indicates. Resemer was one of the main persecutors of the dwarves in Dodera and the blood of many clans is on his hands. When an unknowing dwarf saved him from a rockslide in the Kakidela Mountains, nursing the near-dead sorcerer back to health in his own home, Resemer changed his outlook and his life. He took a vow of poverty and now lives in the port city hunting down clerics of the House of Scorn, whom he blames for his previous prejudices.

Dorata Ku'Ato is a young graduate of the College of Magic and one of the wealthiest merchants in the city. Ku'Ato's willingness to throw around *charm* and *suggestion* spells has multiplied the fruit of his business acumen and hard work. He is so subtle and so naturally charismatic that even his most intense business rivals are only beginning to suspect anything unnatural.

Underworld: Expert and creative burglars make up the most influential members of the thieves' guild, but smugglers, fences (selling loot for their pirate partners), and a hearty collection of thugs make up one of the most numerous and active thieves' guilds on Tellene.

Guildmaster Teren Masa'i, known as Teren the Drowned, refuses to set foot on a ship of any kind. Ten years ago, Teren was part of a pirate crew attacking an Ozhvinmishii trading ship full of gold. A boom knocked him overboard and his pirate "friends" never thought twice about him. His body washed ashore near Rosaleta, and a selfless cleric of the Raiser saved him, thinking he must have been one of the Basiran marines who had sunk in a storm the day before.

Interesting Sites: The city's docks include a long section of low-lying docks for personal craft. These boats are not used for work or war; they are sleek racing vessels. Most of the people in the city have been on a boat, and many of them spend much time on the water. A few of the rich have time and gold to spend on boats that have no other purpose than to enter a seasonal race from Bosinela Island to the east back to the docks at Rokalel Island, where garlands of lilies and orchids are draped over the winner.

Special Notes: Monstrous threats to the city are many and varied. Flying creatures from the Alubelok Swamp or the rocky islands around Sobeteta are a hazard to farmers, ranchers, and sailors. Giant vultures, eagles, harpies, and stirges keep citizens wary of the skies. Bullywugs, dire crocodiles, scrags, and other marine creatures threaten trade and travel.

The Kingdom of Basir

The Kingdom of Basir (population 685,000), the naval power of the Kalamaran Empire, is ruled by the royal House of Kadana. Three hundred years ago, the House of Kadana swore fealty to Emperor Vilik and, in return for their loyalty, Vilik granted them the land now known as Basir. Ever since the creation of the Kingdom of Basir, a gift of one hundred of the finest pearls from the King's pearl farms are given to the Kalamaran Emperor on the anniversary of his day of birth.

The current ruler of Basir, King Rapos II is now nearing seven decades of life. As a result of his age, for the past ten years Basir has actually been ruled by Rapos' daughter, Princess Dela. Dela refuses to take the crown from her father until he dies.

Princess Dela has proven to be a very capable ruler. She remains completely loyal to Emperor Kabori, a loyalty she learned from her father. Her laws are fair and just, and racial tolerance is very high in Basir. As a result, dwarven and gnomish miners are common among the Ubikokeli Highlands, as are halfling farmers. Many elves also reside in the Edosi Forest, although they claim allegiance only to their elven king. The recent influx of demi-humans over the last decade has produced an extra source of tax revenue, mostly from the Ubikokeli's miners.

Religious tolerance is almost as widespread as racial lenity. Only the Conventicle of Affliction has been banned and most others are welcomed. Temple of the Stars, the Courts of Inequity, the Founder's Creation, Parish of the Prolific Coin, House of Vice, House of Solace and Temple of Enchantment are the most popular, and of these, Temple of the Stars and the Courts of Inequity are the largest and

most influential, especially within the capital city.

Basir is a small, yet affluent part of the Kalamaran Empire. Most of the Kingdom's wealth derives from her abundant natural resources. These include: the foodstuffs and staples that are amply provided by two full growing seasons, rare and exotic herbs from the Alubelok Swamp, gold panned from the Ridara River, gems and minerals mined from the Ubikokeli Highlands and wood from the giant trees in the Edosi Forest. Additionally, Basir's domestic economy has never been directly affected by warfare as no foreign nation has ever invaded Basiran soil. The heavy duties and tithes collected by Emperor Kabori seem a small price to pay for such safety.

Due to the Emperor's protection and the lack of landward enemies, the standing army is small, only consisting of 1,000 heavy footmen, 400 bowmen and 800 horsemen. In the past, these troops have been used only for the invasion of pirate islands or the military resolution of disputes among petty lords.

Basir's navy boasts well over 250 warships and has some of the finest marines in the world. The Kingdom uses its navy to protect the Empire and its allies from pirates and also enforces Emperor Kabori's decree that all Pekalese ships shall be attacked on sight. To this end, a large portion of the fleet aggressively patrols southern Elos Bay.

Bet Urala, Capital of Basir

Population: 53,300. The Kalamarans are in the majority, but not by much. Brandobians, a few Dejy, and even recent Svimohzish immigrants walk the streets without prejudice. Demihumans are welcome and include a fair number of elves, halflings, and gnomes. Dwarves find the area too flat, but they are welcome also.

At a Glance: Basir's capital city, Bet Urala, graces a large hill of gentle slope. Its wall stands but eight feet tall and is now well inside the real borders of the city. For temporary protection, a wooden fence marks where a new city wall will be built some 500 yards beyond the present wall. Three gates allow for entry from the north, south, and east. Paved Imperial roads travel north and south and a dirt wagon trail splits into three in the east.

The city overlooks a large natural harbor. Merchants from Svimohzia and elsewhere feel much safer in the port of Bet Urala than in the naval war zone between Tokis and Pekal and prefer to bring their goods here. Consequently, the bustling marketplace rivals those of Zoa and Dalen in business, if not in size.

The excellent marketplace and the fact that Bet Urala is the only major city in Basir, has resulted in most Basiran nobility building permanent residences within the city. The exotic wares of foreign merchants intermixed with the presence of the rich nobility has given Bet Urala a very cosmopolitan aura. Accordingly, for the wealthy, life in Bet Urala is of an elegant, almost fairy tale quality. The affluent stroll the immaculate Rich Quarter, dressed in brocades, satins and silks, woven in far away lands. It is a poor outfit that does not have at least one pearl button or pin.

Of course, Bet Urala has a dark side too. Slums and broken-down hovels sprawl beyond the city's outer wall. The wharfs and docks along the harbor are home to many seedy and unpleasant characters. Rough-and-tumble sailors, dockworkers, marines and mercenaries call the seaside home. Catering to this dangerous lot are the owners of the many portside swill holes and rundown taverns. Truly, one foolhardy enough to venture into such inns should be wary of losing more than just his purse.

Government: Princess Dela rules Basir and Bet Urala directly. The dukes (especially Duke Banakal, the ruler of the poorest and southernmost duchy) urge her to marry and they all hope to win her for themselves or for a son or brother. Princess Dela wishes Prince Osud of Birirelido to be her husband, but she does not want to seem to bow before their demands. Until an appropriate situation presents itself (or can be arranged), the Prince will not ask for her hand publicly. Osud does not share the Princess's passion and sees the future marriage as a chance to restore his ancient family line to the glory it enjoyed when they ruled generations ago.

Princess Dela does not approve of the war between her neighbors in Tokis and the Pekalese, who could be profitable trade partners. In her mind, the Tokis military could be put to better use patrolling the Edosi Forest, which gives her continuous problems.

Economy: Pearls are the most famous of the city's exports and are partly the reason for its founding. The name "urala" means "pearl" in Kalamaran. Despite the attention given to the lustrous pearls, rice generates two-thirds of the city's income. The city also sees the exchange of Ubikokeli gems and metals, Edosi woods, and Ridara gold. Bet Urala is a popular port with merchants (especially Ahznoms) and no trading ships go into the Elos Bay without stopping at the city.

Military: The army is small in proportion to the city's population. Of the nation's military, only 100 soldiers protect the city. The navy, on the other hand, includes some of the finest ships in the known world. They lack the speed and grace of the Reanaarese vessels, or the huge cargo capacity of the Ashoshani merchant ships, but skilled captains and veteran mates make them some of the best ships in the world.

One of the foremost captains in the navy is Pesaron Badir, a local commoner who was impressed into the navy some ten years ago. He has a mane of white hair that has nothing to do with his age (he's barely 30), but he can perform the complicated math necessary for navigation in his head, and he understands winds and currents intuitively. Badir tells nobody about his membership as a Disciple of

Avrynner; his crew attributes him with amazing gifts, but they suspect nothing about clairvoyance or other psionic abilities.

Temples: The Hall of the Valiant and the Assembly of Light have the largest followings in Bet Urala, but the Temple of Enchantment is the most spectacular. It features four ancient belfries, with the largest of a dozen bells weighing over 5 tons. Its tolling wakes the city at dawn each day, and the bells echo for miles over the Kalamaran Sea. The Temple of the Stars boasts a larger than usual shrine in the form of an extremely large and permanently docked Kalamaran merchantman.

Other temples of note include the House of Solace, the Home Foundation, the Church of the Life's Fire, the Theater of the Arts (the Princess is a strong patron of the arts), the Founder's Creation, the Order of the Passionate One, and the Congregation of the Dead. The Temple of Sleepless Nights once tried to establish a temple in Bet Urala, but the Princess discovered an ancient law which the temple had violated and vigorously exploited it to close the temple down. The building is still there, but it has stood empty for years. Children dare each other to explore within, and those who accept the challenge report horrible nightmares for months afterward.

Mages & Sages: The city boasts a skilled conjurer named Nalar (actually a greater vampire). Nalar's preferred summonings come from the ethereal or outer planes, and he has amazing skill at controlling such creatures. He crafts his bargains with lower planar creatures most adroitly. At any given time, two or more greater outsiders protect his fine home outside of the city gates, and six or more minor devils wander the extensive topiary gardens surrounding the home. A *guards and wards* spell protects the topiary, making the home difficult to reach by surprise.

The former Field Master, who retired to raise his grandchildren after the death of his oldest son in the Edosi Forest, is a respected master of agriculture and the weather. Feledar Hap'nam lives along the coast near the harbor, where he owns several merchant ships. Feledar frequents the docks and is a friend to many ship captains, including Pesaron Badir. His extensive olive groves are the envy of the kingdom and provide most of the olives and olive oil for Basir, Tokis, O'Par, and Dodera.

Underworld: Dela allows one thieves' guild and all thieves nominally belong to it. In actuality, fewer than a quarter of the thieves in the city report their activities and the Guildmaster secretly urges the rest to operate as they wish as well. Freelance thieves can expect steeper punishments than guild members, but guild members must pay a tithe to the crown. Crime is less common in Bet Urala than in other parts of Kalamar.

Interesting Sites: Duchess Felana is a headstrong follower of the Knight of the Gods and one of the most famous heroines of that faith. Felana has given away her personal sword, armor, and magic items to younger members of her order and now teaches swordsmanship, etiquette, and diplomacy to young ladies in Bet Urala. Many of the men dislike this practice, especially those who have taken a beating from one of her students for acting like a boor. Her tower and "gardens" (hedges behind which she practices in secret) sit directly across from the Castle Kadana.

A trio of wizards has formed a core of a guild that they hope will grow into a large organization. They claim as their goal the discovery of the fabled Lost City of Sekhancha, supposedly destroyed by the gods because their primary wizards had developed alchemy and medicine to such a degree that potions, poultices, and balms cured people of all diseases, extended one's lifespan and enhanced magical abilities beyond those of mortals and into realms belonging to the gods. The Seekers of Sekhancha meet in a casual tavern known as the One-Eyed Ogre.

Special Notes: A spirit naga hides within the poor section of town, casting spells such as *invisibility* and *mage armor* on local thieves in return for gold. She has lived in the area since before the city was founded and has skills in Local History, Ancient History, and an in-depth knowledge of the city's underworld. Whimnozh sometimes cannot resist the urge to eat an occasional vagrant, despite the extra attention it brings her from the authorities.

The Duchy of Dodera

The Duchy of Dodera (population 525,000) is the smallest province in the Kalamaran Empire. Nestled between the Kakidela Mountains and the Ridara and Doreba Rivers, Dodera marks the northeastern corner of the Empire. Dodera represents the last remaining of the three Dukedoms established to protect the Imperial northland from Dejy and Fhokki barbarian tribes. During the last two centuries its function has changed from defender to an Imperial staging area for launching assaults into Tharggy and Paru'Bor. More recently, the Duchy's duties have included raiding camps of renegade Ka'Asa dwarven slaves living in the Kakidela Mountains.

Since Kabori ascended the Kalamaran throne, the position of Duke of Dodera has proven to be a very temporary one, indeed. The last sixteen years have seen no less than nine different dukes. Because of failure to both reconquer Tharggy and eliminate the dwarven freedom fighters in the Kakidelas, all but two of the dukes have been removed and executed for incompetence or disloyalty. Of those two, one met an untimely death under questionable circumstances and the other is the present Grand Duke Orilaras, bastard half-brother of Emperor Kabori.

Orilaras knows that, half-brother or not, there is no currying favor in this Empire. If he does not conquer Tharggy or eliminate the raiding dwarves by next year he will suffer the same fate as his predecessors. Thus, the Grand Duke keeps a very tight grip on his Duchy. He keeps the province well ordered, and his troops are always battle-ready. He feels that by next campaign season his troops will be ready to overrun Tharggy. Additionally, Orilaras is reported to have an extensive spy network consisting of traitor dwarves who report the location of renegade camps in the Kakidelas. It seems that, for the moment, Orilaras is content with gathering information. Eventually, he must attempt to clear the Kakidelas of outlaws, since his life may depend on it.

The Grand Duke's plans must have some merit because he has convinced Emperor Kabori to loan him elite Imperial heavy infantry and cavalry. In addition to these troops, the Duke's own army consists of 1,000 heavy footmen, 600 pikemen, 800 horsemen, and 250 crossbowmen.

The iron, copper, tin and gold that are mined from the Kakidela Mountains and the Katagas Rise are used exclusively to support the Duke's armies. The food supply has been severely reduced in order to support Orilaras' men. This, coupled with ever increasing taxes, makes life difficult for the simple farmer or shepherd. Due to the depressed, war-time economy, few merchants besides those dealing in arms and armor travel to Dodera.

Demi-humans are rarely seen in Dodera, although there are a handful of successful halfling farmers. Gnomes and dwarves stay clear for fear of enslavement. Elves do not like Dodera, for it is an altogether dreary and oppressive place.

All religions have some representation in Dodera, except the Conventicle of Affliction and the House of Laughter, which have been banned by the Duke. The largest and most popular faiths are the Founder's Creation, the Assembly of light, Church of Everlasting Hope, House of Scorn and the Congregation of the Dead.

Bet Dodera, Capital of Dodera, City of the Mounts

Population: 17,900. Over 17,000 humans and a handful of elves and half-elves live in the city. The remainder number a handful of humanoids and one or two gnomes who hide among friends. The humans are Kalamaran; the natives do not trust outsiders.

At a Glance: The buildings look much like small mountains themselves, with sharply conical wooden roofs and stone walls. A glance inside these curious buildings shows that the bottom floor is devoted to living, cooking, eating, and serving guests, while the narrow upper stories are used solely for sleeping. Small basements store supplies and food.

The roads twist and wind to take the easiest way up and down the city's natural slopes, making travel tedious. Horses are rare, but mules are common. People have small red monkeys for pets, and the little imps get into anything. Other animals are uncommon, except for native goats that apparently wander freely through the city.

Bet Dodera grew up around the ancient Castle Tipili, built for protection from the northern barbarians. Overlooking the surrounding city from atop Tipili Hill, the highest of the many heights in the city, rests Castle Tipili.

While home to the Dukes of Dodera, the castle remains a strictly military building with frequent guard patrols, armed with crossbows, spears, and swords. The guards scrutinize castle visitors closely, even ones they know. The guards interrogate strangers with legitimate business for hours, and those without good cause are beaten, fined (often of everything they own), and kicked out of the city.

Government: In an attempt to concentrate his attention on the twin problems of the dwarves and bandits, Orilaras appointed a Reeve to rule his capital city. Kenos, the hopeful appointee, quickly assumed total authority. He was almost overwhelmed with the responsibility. Fortunately, he learned to handle it and now governs the city fairly well. Lately, he has moved the city's pillory and chopping block near the city gates to remind visitors how seriously they take the law in Dodera.

The Grand Duke Orilaras has not been executed, a rare victory in Bet Dodera. Free of the daily functions of the capital, he has been free to accompany sallies east, disrupting several important dwarven caravans and smoking out (literally!) two underground clans. His extensive spy network has also broken a commonly used dwarven military code. Orilaras has not decided how best to use this advantage, or how far he can abuse it before the dwarves discover the coup.

Aladis' Mark

Economy: The city creates little other than fine arms and armor. That which is not used locally is exported and sold to other parts of Kalamar, especially Tokis. The city's chainmail, axes, swords, and spears are all widely respected.

The symbol of Aladis the Fletcher, a stylized Kalamaran "A" with a bolt for the upstroke, marks some of the best crossbow bolts in the Sovereign Lands. The half-elf destroys any bolt that is not masterwork to ensure his reputation. He has grown wealthy from his wares and now trains three apprentices.

The city imports hemp and cotton, although wool is very common. The local drink, a flat beer, leaves the city's drinkers thirsty for good wine. Any wines that arrive via the port sell quickly and at a nice profit.

Military: Bet Dodera uses a large veteran force both to defend itself and conduct offensive operations. At any given time, visitors might see experienced soldiers in the city, returning to the city, and leaving for other garrisons or duty. The barracks is a hive of activity–training, moving, building, and the leisure activities of the off-duty soldiers.

The military is well respected here: the soldiers generally behave themselves, and the officers often marry local girls and move here when they resign their commission. Hence, the local militia is both well trained and ably led. Girod, the Captain of the Northern Frontier, is a loud city leader who insists that the city needs more arts to balance the emphasis on the army. He encourages sculptors especially to visit the austere city, ostensibly for "inspiration." He has been known to inspire them with gold out of his own purse.

Major Temples: The Halls of the Valiant, Hall of Oaths, the House of Solace, the Parish of the Prolific Coin, and the Inevitable Order of Time have the largest temples in the city, but their domination is not great. The city is remarkably enlightened in its views on religion, and the faiths share followers freely. Because of the diversity, no temple stands as a clear leader when counting its number of regular worshipers.

The Courts of Justice, however, might claim dominance by the quality of its followers. Justifier Lanitorn Enday, an Eldoran expatriate, leads a knightly order of the most famous paladins in eastern Tellene. These heroes travel all but three weeks of the year, when they return to Enday's temple for rest, paying tithes, and sharing stories. One of the order's champions is Trezhek Zarduk, a humble and pious dwarf from the Jenth Ridges. Only his position in the order keeps him safe in Bet Dodera.

Mages & Sages: Besides several lackluster but efficient wizards in the army, Bet Dodera has few wizards. It is the home of Gabilano, the most famous sage of all things avian. In addition to birds, Gabilano knows things about the air elementals, djinni, and other elemental creatures. Rumors persist that the ethereally lovely maiden seen about his isolated home sometimes is a sylph; she certainly is not known to any of the locals.

Ki'Isa, a tall woman known to many as a potter and maker of brilliant inks and dyes, is also known among magical circles as Lisanara the Colorful. A nine-colored circle is both her symbol and common design on her work. She specializes in light and color, and her illusions are said to be perfect in size, depth, and detail.

Underworld: Bet Dodera claims one of the oldest thieves' guilds on Tellene. The guild gives a new freelancer three days to join and then sends four to twelve thieves to beat him and dump him outside the city's borders or kill him, depending on how active the thief is during his three day "grace period." The guild cares for its own with equal vigor. Guild thieves arrested can expect a rescue attempt as soon as the guild can arrange it.

Interesting Sites: It is hard for visitors to avoid seeing the public execution and punishment area in the center of town. This area sees activity daily, ranging from a quick flogging to multiple beheadings and disembowelings. Because of the crowds in the area, it is an ideal meeting place for surreptitious meetings and note-passing. Spies, undercover military and civil police, and thieves convene here to do their work. Nearly anything could happen there,

including hauntings, rising dead and ghostly visions.

Other Notes: Bet Dodera has a secret labyrinth of underground passages, tunneled ages ago by the dwarves. Originally a hugely prosperous gold mine, the vein ran out before ancient Kalamarans settled the city. Now the tunnels have been reopened by the dwarves and hide refugees and allow for retaliatory strikes near the capital.

Lord Thurvalka is a prince among the dwarven people and a tireless force to be reckoned with in the capital. Thurvalka has an outstanding reward of 5,000 gold pieces and he suspects any humans he meets of trying to collect that reward. His distrust extends to elves, halflings, and even dwarves of other clans. Thurvalka and a band of 40 lightly-armed infiltrators raid the surface no more than once a month. They seek to burn a barracks, cause a landslide, or assassinate an officer, but circumstances often force them to abort their mission because of the risk of compromising their secret hideout.

Aroroleta, The Gateway to Dodera

Population: 24,100, nearly all human. They are Kalamaran, but the large frame and fair skin of the Fhokki shows in some of them. A few show Dejy heritage. The city houses fewer than 200 elves and half-elves, and slightly more halflings. Dwarves and gnomes are unwelcome and likely to be targeted for violence by the populace and authorities.

At a Glance: Travelers seeing Aroroleta for the first time from the river are likely to notice the boat traffic that comes through. The city's port is a routine stopping place, although the river's merchants conduct little actual trade there. The buildings are mostly wooden, although a few have stone foundations, especially among the wealthy.

Those travelers that come from the plains and farmlands outside the city see a low gray wall, broken by three gates. The gates are usually open, and farmers and herdsmen pass through them in a steady stream most of the morning and evening. The walls are poorly maintained but well-manned.

Government: The baron, Lord Kasimer, does not bother much with the war against the dwarves. His main concern is making himself as rich as possible through the trade that comes through the city. He is unable to see that his policies actually deter trade that would benefit himself and his people much more. His son, Sir Hasimat, is likely to follow closely in his footsteps.

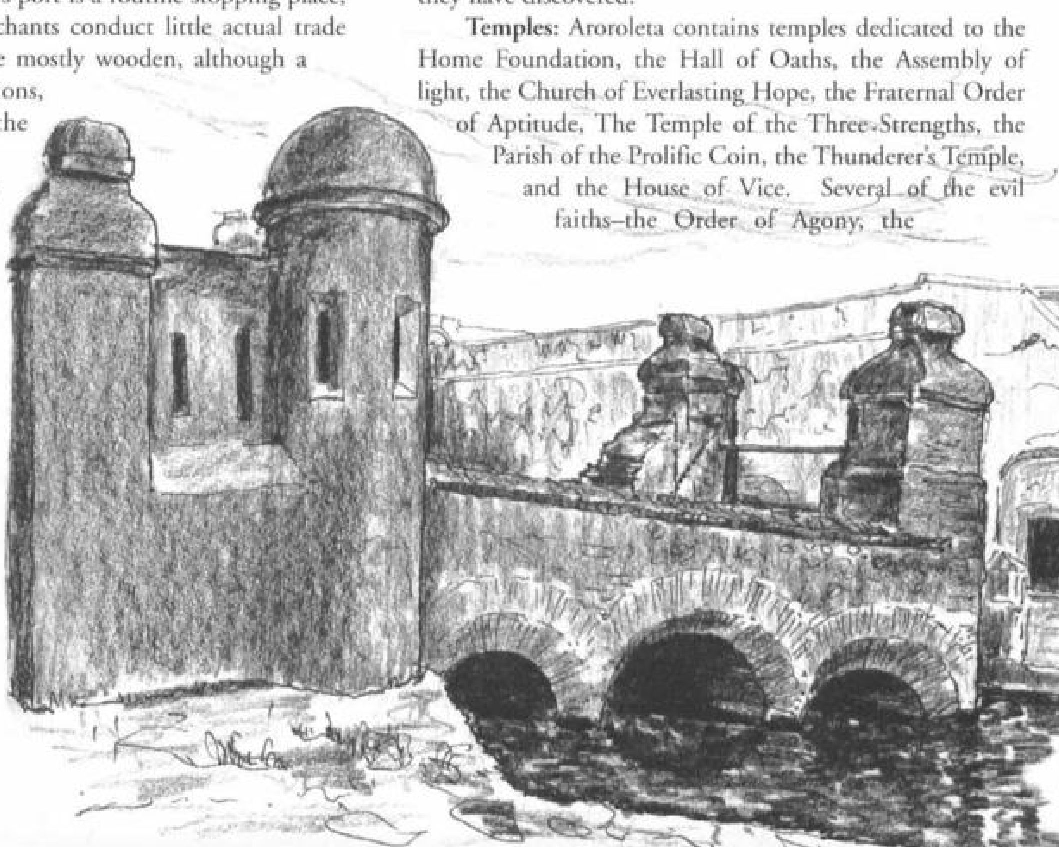
Economy: Aroroleta produces little, but the cities north of it and the surrounding farms and pastures send goods through it to the south. Cattle, horses, iron, copper, tin, and gold all stop in the port overnight before heading out.

Aroroleta attempts to keep much of what passes through, although Lord Kasimer's stiff taxes make many of these products too expensive for local buyers. Iron and cattle are especially welcome, and the people are loath to see these goods leave.

Military: The local garrison of foot soldiers consists mainly of retired veterans of wars with dwarves or Thars. Many were no longer considered suitable for military duty and were sent to the far reaches of the Duchy for retirement. Some bear obvious scars or missing digits or limbs as testament to battles past. Like the common folk, the soldiers are suspicious of dwarves and gnomes. This prejudice causes them to react slowly to protect any foreigners of these races.

The soldiers sometimes fight off the brigands who follow rich trade. Although Aroroleta currently houses no mercenary groups, many of the soldiers – regular and militia alike – hire on as occasional caravan guards or merchant marines. Most that leave return only occasionally, and then merely to boast about the exciting new places they have discovered.

Temples: Aroroleta contains temples dedicated to the Home Foundation, the Hall of Oaths, the Assembly of light, the Church of Everlasting Hope, the Fraternal Order of Aptitude, The Temple of the Three Strengths, the Parish of the Prolific Coin, the Thunderer's Temple, and the House of Vice. Several of the evil faiths–the Order of Agony, the



The Vast Empire's Great Sport

The historical expansion and military dominance of the Kalamaran Empire bears witness to its citizens' natural lust for excitement. For a few skilled enough, this desire for action manifests in adventuring careers. Others join the Imperial Legions. For those bold enough for neither, there is a seat at the local arena and the gladiatorial circuit.

Gladiators are an institution in Kalamaran life. Hardly a thorp or dorf exists in which one cannot find at least a crudely fenced corral in which the blood sport ensues. Larger villages have dug pits where the combatants can be viewed from above. Of course, these amateur brawls are a far cry from the intricate killing orgies on display at the Grand Amphitheater in Bet Kalamar, but they do reveal the sport's ubiquity.

The public's desire for this brutal sport has spawned an entire industry. At the most basic level are the gruesome bludgeonings conducted for a crowd of drunken hayseeds in some poor border province. The beginning gladiator usually gets his start here. Though most contestants are slaves, at times a desperate freeman (especially one facing the prospect of a sentencing to the debtors' prison) may willingly enter the arena.

The stakes are high, not only for the participant's physical well being, but also for the fiscal well being of the gladiator's sponsor. If the fighter is good enough and lucky enough to survive his initial blooding, he can build a reputation and attract the interest of a larger arena – one with the resources to pay for the attraction of a veteran gladiator.

The fondest desire of anyone sponsoring a gladiator is to display his warrior's prowess before the nobility of Bet Kalamar. The arena for this is the Grand Amphitheater. Kabori attends often and there's no surer way of securing an invitation to the next palatial social event than to have a meritorious gladiator triumph in his presence.

Of course, certain elitists decry such combats as mere entertainment for the twisted and not sport at all. They move for an end to the games and more civic uses of the various arenas. Unfortunately for these idealists, the majority of freemen does not agree.

Temple of Strife, and the House of Hunger–operate surreptitiously and claim a surprising number of followers due to the personal charisma of their leaders. Lord Kasimer's greed blinds him to their presence.

Noticeably absent is a temple to Lelani. Inquiries into this absence reveal a scandal. Lord Kasimer burned the temple and banned the faith because he suspected that his wife was having an affair with the temple's cleric. The townsfolk are still very angry about the whole subject, and agitating the matter is a sure way to raise tempers in the city.

Mages & Sages: Gosiralo, the Sage of the Doreba River, has studied the river's currents, ecology, history, and animals. He knows what monsters live along its banks or between its shores, when it might rise or lie low, or what merchant ships have sunk beneath its lazy current. Gosiralo might ask adventuring parties to investigate a late migration of birds, remove an unknown predator that threatens a herd of wild animals, or take warnings of an imminent flood to small villages along the banks.

The city is home to Misatir, a transmuter who studies alchemy. Ignoring the lesser practices of making potions, he seeks only the ultimate exchange–lead for gold. Perhaps not surprisingly, nobody in the market accepts his coins.

Alidd, a half-elf with long white hair and bronzed skin, is a magistrate with a reputation for taking bribes. He is certainly wealthy, and rumor says he can be bought, but that he goes to the opposing side to petition a larger bribe, too! He might also consider taking money to accuse innocents of crimes.

Underworld: The underworld of Aroroleta is in the hands of a single rogue leader, Ilagon and his faithful follower Nelata. Ilagon first turned to crime when he needed some extra muscle to harass competitors and late accounts for his small fur merchant operation. Later, he met Nelata, who had been put ashore by her band of river pirates for demanding too much treasure. Nelata became fond of Ilagon, who has a casual attitude toward his illegal activities and holds other people in little esteem. Ilagon handles the strong-arm methods and Nelata brings a touch (a very light touch) of class and subtlety to the act. They have eighteen loyal rogues of level one to six who work for them.

Police in the city receive low pay and have few benefits other than the opportunity to solicit bribes. Visitors are frequent targets for harassment; a patrol of six to ten constables surrounds them, questions them thoroughly about their identity and intentions (while trying to discover their wealth and armament) and then threaten to arrest them for some imaginary crime. Ten to 50 gold pieces is enough to deter one patrol, but it often draws others.

Interesting Sites: The city houses a crude but efficient hospital. The plain stone building sits near the center of town, on the edge of the merchant district. It used to be a part of the garrison, but the local chaplain insisted that it be

open to the public. It is not free, of course, and the chaplain is now the wealthiest soldier for miles around.

The one source of cheer for the miserable inhabitants is an annual riderless horse race. It takes place just outside the city, along temporary stakes erected each year just for the race. The fine steeds of Dodera and Kalamar participate, often bred and trained extensively just for the event. Massive wagering accompanies the race every year, and many a fortune has been won or lost there. Winning horses sell for up to ten times the price of a normal horse, but few of them are ever sold until they are on their last legs because of their value as studs.

Other Notes: A place of tired drudgery during the day, Aroroleta lightens up at night. Lanterns light up the river as folk with boats sit down for an hour or so to have a drink, chat with friends and neighbors, and listen to music. Unlike most of the city, the waterfront is clean and cool and makes a fine place to relax. The majority of the city's taverns are on the Ridara's shores.

Kaleta

Population: 9,800 Kalamaran humans and halflings, although halflings are outnumbered ten to one.

At a Glance: The Agateli River runs alongside the thriving city of Kaleta, carrying its goods downstream. The clean river is narrow, but not as swift as it should be, hinting that part of its current flows underground. The city has a ford toward the north end and a road to Ridareta begins at its western side. Ruins on either side show where a wooden bridge used to cross the Agateli.

Government: Kaleta is the center of Count P'Lomel's fief, and he rules it fairly, if without distinction. The Count is loyal to the duke – whichever duke that may be at the time – and sends the required levies to war against the dwarves and Tharggy. He would rather have the men at home to work the fields, but a razed village only twenty miles to the southeast reminds him what happens to rebels in the Kalamaran Empire.

Economy: Kaleta's gifts to the Empire are corn, strong soldiers, and monstrous hogs. The city also raises ponies of a breed favored by dwarves and gnomes as work animals. Since selling these animals to the dwarves would be treasonous, the Kaletans sell them to halfling farmers instead, knowing that the ponies eventually end up in the Kakidela Mountains.

Military: A meager garrison of 120 heavy infantry guards the city and its important ford. These soldiers often regale the locals with tales of their courage against the dwarves to the north, but none seem too eager to return to the action. Their morale is low, and their leader, Captain Nidopar has become infected with their mood and is incapable of restoring it. Only extreme and imminent danger can rouse the soldiers.

Temples: The House of Scorn, the Halls of the Valiant, the Temple of the Stars, the Temple of the Patient Arrow, the Order of Thought, and the Parish of Love are the most popular temples in the city. The Count attends the Halls of the Valiant and is widely believed to be a paladin of that order (he is not and never was).

Mages & Sages: A halfling named Borin claims mastery of the under-appreciated field of strong drink. He knows wines, ales, meads, beer, rum, and whiskey. Borin has tasted drinks made from just about anything that can ferment. Although he was born in Kaleta, he only lives there during the winter months. The rest of the time, he wanders the world in search of his next favorite brew.

Underworld: The halflings in Kaleta are suspect because they are believed to associate with the dwarves and gnomes with whom Dodera is at war. The suspicion is based completely on fact. The halflings fear that if the humans wipe out the other demihumans, they will be killed, forced to leave, or enslaved next. In the dead of the night, dwarves sometimes come into town to visit prominent halflings, hear news, purchase weapons or food, and then leave again well before morning. Because of the suspicion, punishment given to halflings for crimes committed is often harsher than it might be for a human.

Interesting Sites: The Half-full Inn and Tavern is never anything but packed. The inn's patrons are primarily soldiers. Fights are common, but serious injuries are not. A soldier named Pinavik checks all weapons at the door and keeps them safe from theft during a patron's stay. Should a person pass out from drinking or brawling, Pinavik sees that he or she makes it home and returns his or her weapons in the morning.

Special Notes: In addition to Kaleta's ponies (that can be trained for war), the halflings also raise fierce dogs for both riding and hunting. They do not sell the dogs, except on rare occasions. Dogs are considered part of the family. If a stranger can convince a halfling to sell a dog, the dog is either untrainable, diseased, or stolen.

The Duchy of O'Par

The Duchy of O'Par (population 520,000) was part of the Kalamaran Empire until only 83 years ago. The Duke at that time, Ukadoran II of the noble House of Asalate, decided to ignore the Emperor and not participate in a joint assault with the Duchy of Dodera against Tharggy. Thus, O'Par slipped away from the weak Emperor and declared its independence, with no retaliation from Kalamar.

Today, O'Par is ruled by Duke Gadadik I, a direct descendant of Ukadoran II. The Grand Duke is a devious, scheming ruler. Gadadik knows that O'Par is neither rich nor powerful and, therefore, to ensure her survival, he plays a game of politics and intrigue with his neighbors. Although surrounded by the warring nations of Paru'Bor,

Shynabyth, Pekal, Tokis, Tharggy and Dodera, Duke Gadadik has declared complete neutrality. He remains neutral so that he may play both ends against the middle, and serve as a trading post for the fighting countries. Gadadik allows all nations to send their troops and merchants through his small dukedom; this gives him the opportunity to collect tithes and tax goods from all of his neighbors.

Due to O'Par's neutral status, it has a very small standing army. Foreign raiders and armies often pass through unhindered. However, because their rulers give them strict orders to caûse no harm to O'Par, these foreign troops rarely bother the locals. Not only do they not damage the land, but Gadadik charges their rulers a tithe for each soldier that is allowed to pass as well.

The northern Kakapela hills provide decent grazing land, but O'Par has few valuable resources. O'Par's greatest export is her spies. Duke Gadadik has an extraordinary spy network, arguably the best on Tellene. It is said that Gadadik has posted at least one spy within every foreign government. Thus, he knows about every war, treaty, tax increase and alliance before it occurs.

Because he has infiltrated the governments of each of the nearby countries, Gadadik is able to sell information to both the Empire and its enemies. The information that the Duke sells is not necessarily the truth, and is often used to incite or prolong conflict. He does this without remorse, as he profits from the warfare. Gadadik sells this information with great care, especially with respect to the Empire, for he does not wish to anger Emperor Kabori enough to see O'Par once again in the hands of the Bakar dynasty.

Most religions have churches in O'Par. The most prevalent are: the Home Foundation, the Theater of the Arts, the Parish of the Prolific Coin, the Order of the Passionate One, the Courts of Inequity, the House of Knives, the Church of Chance and the Impostors.

Castle P'Adis, located in the northern Kakapela Hills, serves as the home of the Duke. Surrounding P'Adis is the small capital city of Bet Bireli. This unremarkable city is home mostly to shepherds and farmers. Bet Bireli is famous only for being a town where knowledge may be purchased and spies can be trained. All races are permitted within the Duchy of O'Par. Indeed, demi-humans often make excellent infiltrators.

Bet Bireli, Capital of O'Par, City of Ears

Population: 8,800 humans, nearly all Kalamaran. The city contains about 1,800 demihumans and humanoids of all kinds, including about 300 dwarven refugees formerly of northwestern Dodera.

At a Glance: The people are reluctant to talk about themselves and express no opinions of their own. They eagerly ask questions, however, and some of them push past the limits of friendly curiosity and become downright nosy. The suspicious townsfolk are wary of visitors and even those who move into the city discover that acceptance takes years to earn.

Government: Duke Gadadik rules his capital city personally, trusting no one else with the task. He defers the most boring tasks to the Council, a panel of advisors numbering six to nine. These Councilors are appointed to a certain task and can be removed by the Duke at his whim. After years of intrigue and seeing his country surviving by the merest margins, Gadadik has been considering declaring allegiance once again to Kalamar. This advice has come largely from the mouth of Odis Omar, a Councilor of nine years' experience and currently the head of Gadadik's bodyguard. Omar is also a spy for Kalamar.

Gadadik has no legitimate children, but he has adopted Apatos, his 12-year old bastard, as his heir. Apatos lives in Castle P'Adis with his father; the mother has been expelled from the country and now lives in Tokis.

Economy: The city and its environs produce a small surplus of grains (hops, wheat, and rye). The major financial boon to the city comes from politics and personal knowledge: information about enemy movements, bribes, tributes, and expert spies all produce wealth for the Duke and his city.

Military: Castle P'Adis, the military and civil center, needs little in the way of standing defense, since the Duke knows about any attack long before it arrives. Only 100 men with pikes defend the city. The castle is small, but its design is sound, and a few defenders can deliver a great deal of missile fire and spells at any army from behind parapets and shuttered arrow slits.

Temples: Risk, The Landlord, The Holy Mother, The True, The Raiser, and The Unseen One all have temples in Bet Bireli. The Parish of the Prolific Coin is the most vocal, and Financier Helena has served as a Councilor in the past.

The city's most controversial cleric is Selemar Um'ra, an elven cleric believed to be the highest ranking member of the Veiled Priesthood. He openly solicits his priesthood's services and often boasts of assassinations. Selemar supposedly uses spells to summon scorpions that kill his victims with their lethal sting and then disappear. The elf is hated by others of his own kind, but since he rules an assassins' guild reportedly thirty members strong, no one dares act against him.

Mages & Sages: Perekay the Swift is a tall, lean man with marbled hair and tan skin. This Councilor directly controls all magic-using soldiers and spies in the duchy. His byzantine mind retains details about people and their motivations for decades, and he needs no paper records to keep track of the small army of spies the duchy employs.

Everyone is a sage in Bet Bireli, and their field of interest is Everybody Else's Business. In this land where information is a commodity, the sages who specialize in

academia are less respected than in other parts of the world. Still, they do have their place, and those familiar with cryptography, finances, or military strategy stay busy and well-fed.

Kibika Heran is a notable exception. She studies the planes, other dimensions, and theoretical alternate realities. She is an ardent follower of the Mule, and religion often enters conversations with her. Kibika prefers books on her favorite subjects as payment for her services, but she knows their value exactly and she is a hard bargainer.

Underworld: Thieves, spies and assassins ply their trade here, but many more see the place as a refuge and neutral ground of sorts. They come here to seek employment, and they often find it through agents hired by barons, dukes, wizards, clerics, merchants, and guildmasters from across Tellene.

The police are fairly capable at suppressing crime, especially violent crime. They have several low-level wizards employed in that capacity who do a great deal to solve puzzles that mundane investigators would have a difficult time unraveling. The police also use many techniques and spells developed by the country's intelligence and counter-intelligence agents to stop thieves' guilds from developing or growing into powerful organizations.

Interesting Sites: Bet Bireli's oldest section of town includes numerous dwarven buildings that still stand from before the Kalamarans crossed the land bridge from Svimohzia. These buildings are often round stone structure, with glyphs and paintings on the walls. The glyphs and images have mostly been worn away, but some folk still point proudly at colorful religious symbols or striking geometric designs along lintels. Because the ceilings in these homes are only a few inches over six feet (and barely four feet at the edges), these formerly grand buildings house large families of poor people who too often fail to appreciate the historical and artistic value of their home.

Special Notes: The City of Ears is an ideal place to hire spies, assassins, and other unsavory specialists. It is also a perfect place for the same people to hide from those they have spied on or tried to assassinate. It is a sure bet that any character who has an enemy would do worse than to head to Bet Bireli, either to head that person off, or to take action of his own.

Principality of Pekal

Until 107 years ago, the Principality of Pekal (population 1,275,000) was one of the Vast Empire's largest holdings. The people of Pekal, having enough of the oppressive Kalamaran Empire, revolted. The leader of the revolution, Lamnian Endremin, was a half-elf with both elven (Cilorean) and Brandobian (Mendarn) royal blood. Aid from Cilorea assured a successful revolution in less than a fortnight. However, Lamnian was slain in battle while his troops were capturing the Imperial command. His son, Kafen, was to be crowned King by the people, but he refused, accepting rulership as prince only. He believed that his father alone deserved to be king and Prince Kafen's first official ruling was that Pekal shall have no king, and forevermore shall only be ruled by princes. Kafen's elvish heritage has given him a long life, and even today, the venerable Kafen still holds the throne of Pekal.

For the last ten years, the Principality of Pekal has been at war with the Kingdom of Tokis, but over the last two years the fighting has been reduced to border skirmishes. Pekal would have been overrun if not for the aid received from Paru'Bor, Tharggy and Cilorea who supplied arms, armor and troops. The College of Magic has also supplied wizards who have become a permanent corps of the army.

The navy is greatly outnumbered by the Empire, having only 90 warships, but its ranks are swelled somewhat by pirates paid to attack Imperial frigates and merchant ships bound for the Kalamaran lands.

Pekal has a reputation for racial tolerance and harmony. Because of these Pekalese attitudes, a wide variety of both human and demi-human races dwell within its borders. Among the most common are Brandobians, Dejy, Kalamarans, halflings, gnomes and elves. Dwarves and Svimohz are sometimes encountered and humanoids are rarely seen.

The Pekalese tolerate all good gods and even some evil religions persist in smaller communities. The most popular churches are: the Temple of Enchantment, the Halls of the Valiant, the Assembly of Light, the Parish of Love and the Order of Thought.

The Principality does not have many resources other than foodstuffs, some trace minerals and textiles. Although not wealthy, the people are well fed and happy with the current state of affairs.

Bet Rogala, Capital of Pekal

Population: 20,900. About half are human of various races (Kalamarans, Brandobians and Dejy), and the other half is split evenly between gnomes, halflings, and elves.

At a Glance: Bet Rogala, located on the northeastern shores of Lake Eb'Sobet, is home to a wide variety of both humans and demi-humans. Most of the city's residents are artisans, farmers or fisherman. These simple folk live comfortably because of the plentiful supply of fish and the mild climate. Additionally, the high concentration of affluent mages and their adventuring companions brings a good deal of wealth into the community.

The city's architecture is an eclectic mix of different styles and sizes of buildings. The ancient lake-houses of the Dejy still house some of the city's poorest inhabitants, while small natural or artificial hills are home to halflings and dwarves. Soldiers bivouac outside the city's walls, and the

middle and upper classes live in large brick homes.

Government: The Pekalese Prince, Kafen, has organized a collection of demihumans to help him rule the city. In actuality, these three elves, two gnomes, and four halflings do little other than police their own semi-independent races. Kafen is busy with maintaining trade, advancing the war with Tokis, and his own shrewd plan to convince Adoku Soriba to part from the Kalamaran Empire. Kafen has his own man inside the Pekalese delegation to Bet Seder, a subtle and charismatic elf who enjoys pursuing this impossible task.

Economy: Bet Rogala's primary trade is with the small communities encircling Lake Eb'Sobet, from which it collects raw goods and foods and to whom it sells finished works such as wagons, small boats, furnishings, and tools. Bet Rogala sees little in the way of foreign trade as most of the larger merchant trains find it easier to travel along the Banader and Renador rivers, thus bypassing Bet Rogala.

The city does see its share of domestic trade as Pekalese merchants from Baneta and other cities come to trade with the Rogalans. These smaller merchants find that the wealth of the Bet Rogalan citizenry warrants the overland journey. Thus, rare and exotic foreign goods may be purchased in the city, however, the prices are highly inflated. Several local caravans head south to Baneta each year, and the same often continue north to Koreta and Bet Regor after they stop in Bet Rogala.

Military: The army epitomizes racial integration. Halfling slingers, gnomish engineers, and elven scouts and archers round out a core of human foot and horse. War wizards, skilled at attacking the enemy with *fireballs* and affecting the battlefield terrain, stand beside clerics who heal the wounded and counter enemy spells.

Recently, the Kalamaran Empire has managed to slip a few spies into the Pekalese military machine. The discovery of a few of these spies has caused speculation and fear about how many more there might be and how high up the chain of command the infection has spread. Any suspicious activity concerning any soldier or sailor (a midnight meeting, rumors about consorting with the enemy, or a sudden influx of wealth) results in a quick inquiry and possibly court-martial. The officers' efficiency is thus hampered, but the tight cohesion and experience of the troops have thus far prevented major deterioration of the army.

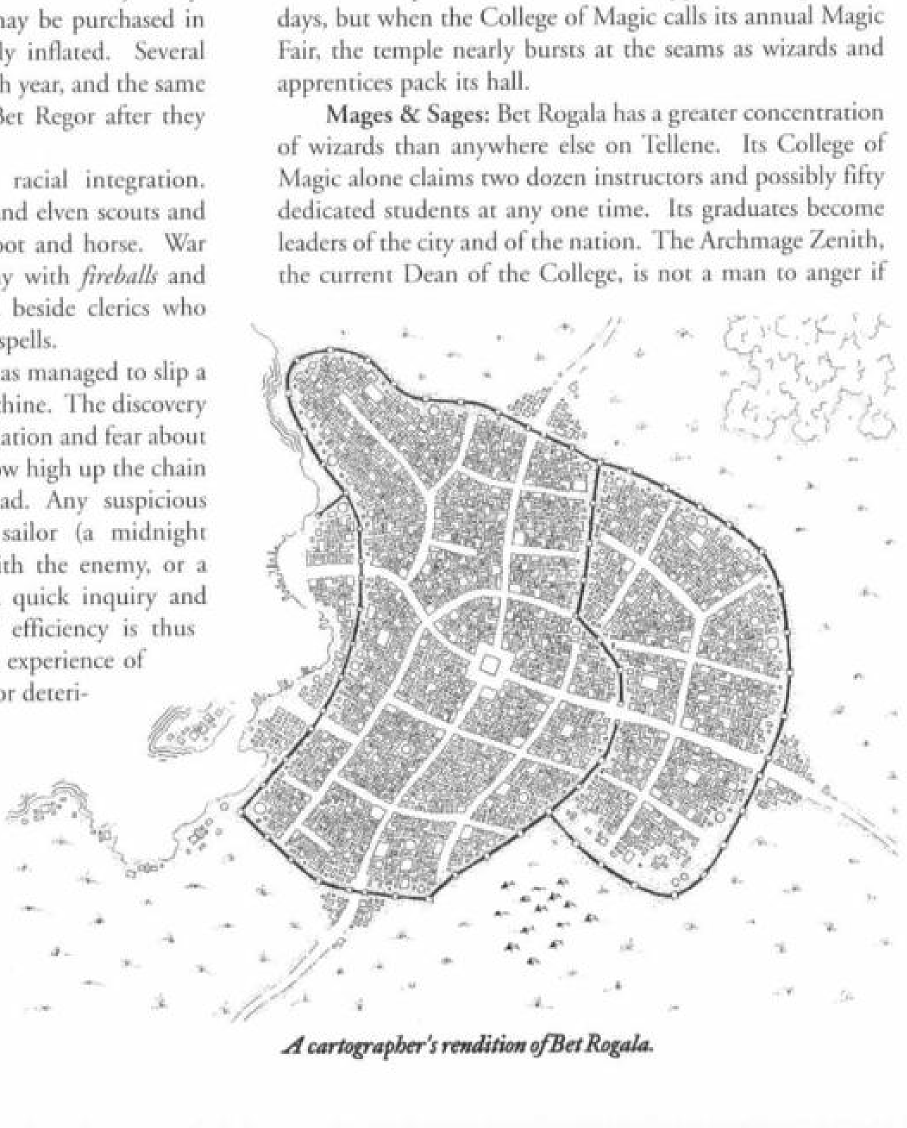
The elves are led by a prince of their own race, Elevion Solivandrial. Elevion boldly wears a gold diadem that he took in a raid on Pipido, a full day's ride over the border with Tokis. Elevion is a proud warrior and fiercely protective of his troops. He takes offense to the suspicious atmosphere his troops are subjected to when they enter town and lately has camped his archers around a Temple of the Patient Arrow three miles from the capital.

The halfling leader, on the other hand, is Nolan Brightstar, a hardworking soldier who bunks and messes with his slingers. Nolan is slow, but clever, and he personally discovered one of the spies by following a soldier who slipped out of the barracks the night before a planned raid. He is currently in favor, and the Prince is about to allow him to expand his force of slingers. Since they are far cheaper to train and equip than archers, Nolan plans to add another 400 men to his command–nearly double its current size.

Temples: Bet Rogala is the proud home to the Holder of the Platinum Key, the highest cleric of the Temple of Enchantment. Tomas Palinwayt is personally powerful, but he is politically impotent because his religious zeal prevents him from separating lay and clerical matters. His position as Chancellor of the College of Magic is nominal only and is typically given to the Holder of the Platinum Key as a courtesy.

His temple sees 200-300 worshippers on larger holy days, but when the College of Magic calls its annual Magic Fair, the temple nearly bursts at the seams as wizards and apprentices pack its hall.

Mages & Sages: Bet Rogala has a greater concentration of wizards than anywhere else on Tellene. Its College of Magic alone claims two dozen instructors and possibly fifty dedicated students at any one time. Its graduates become leaders of the city and of the nation. The Archmage Zenith, the current Dean of the College, is not a man to anger if



A cartographer's rendition of Bet Rogala.

one has any aspirations in the city. He is quick to forgive, fortunately, but he is also quick to take long-term offense to seemingly minor incidents.

Gramar Harukan, the prince's personal bodyguard, does not attract much attention, but he has the deep respect of the faculty at the College. He stays behind the scenes, hiding behind the prince's Honor Guard–a number of deadly swordsmen who number from four to twelve, depending on the level of threat that Gramar perceives. Gramar is reputed to have several killing spells of short range but fearsome effectiveness.

Zo'Amas the Lame is the former tutor to the prince's progeny. He fell out of favor when his personal endeavors took more of his attention than did the prince's two young sons. Zo'Amas is a master of curses, wards, and magical traps. His book, "Shielding the Mind and the Body" is one of the best-known tomes of magical defenses.

Underworld: Unlike the rest of the city, the thieves' guild is an exclusively human organization. The humans fear the natural skills of their demihuman rivals and actively hunt down and kill any demihuman freelancers. The guild invites human freelancers to join, but it does not force them. The guild follows the commands of Ziril, a diminutive woman whose honey brown hair falls below her waist. Ziril owns a *circlet of persuasion* and a rare *ring of mind shielding*. Her magical items and off-hand way of ordering a bloody death by cudgel keep her enemies respectfully distant.

Interesting Sites: The city is famous for the College of Magic that was built during the reign of Kolokar. All schools of magic are offered for study within its hallowed halls. The eccentric wizard Zenith has been Dean of the College for the last thirty years. The College has always had a strong influence in the governing of the Principality and a centuries-old law requires that all magic performed in Pekal be approved and licensed by the College. The penalty for performing unlicensed magic varies from warnings to death, depending on the power of the magic and the ruling of the Dean.

The College of Magic hosts an annual Fair, where performers of all kinds gather from around the Young Kingdoms to display their talents. After dark each night for a week, adept jugglers, rowdy musicians, vigorous dancers, and clumsy clowns entertain crowds for a few copper coins.

Despite the proliferation of wizards, the common man knows little about magic. People understand a good fight, though, and another event occurs at a flat area called simply "the Green." This event is the annual wrestling competition hosted by the Temple of Three Strengths. Hundreds of entrants and thousands of spectators gather in the city for a weekend of boasting, betting, and brawling.

Special Notes: The city is ripe for adventure. College intrigues between noble students who will do anything to eliminate a rival, professors hungry for fame and attention, and dropouts who wish revenge provide unlimited potential for conflict. The real threat of spies makes everyone a bit paranoid, and doubles any suspicion careless adventurers earn themselves. The growing conflict with Tokis as Adoku becomes more desperate for victories against Pekal provides opportunity for warriors, thieves, assassins, and anyone else that might have an interest in fighting an enemy of the state.

Baneta, City of the Whale

Population: 16,000 residents, mostly Kalamaran humans with a strong Brandobian and Dejy influence. A handful of Fhokki fled to Baneta when the Kalamarans first spread north to their home in modern O'Par, but they have since intermingled with the other races. Now their only legacy is a spot of fair hair now and again among the Banetans. Each demihuman race is represented in small but open groups that keep together.

At a Glance: The people wear plain clothes but brilliant accessories. Feathers, jewelry, scarves, beads, and bags adorn the poorest, even if only shiny stones and linen pouches. The city is warm and the sea breeze carries into all corners of the city. The sky overhead mirrors the rich blue of the sea almost every day. Buildings are plain square one- or two-story wooden homes, decorated with gardens, banners, and many boast colorful glass windows. The people show no prejudice toward demihumans, although dwarves earn attention for their scarcity, and many people are tentatively curious about them.

Government: Nominally ruled by Lord B'Pareso, few significant changes are made without the consent of Lakaran the wizard. Fortunately, he does not interfere with local politics unless they interfere with him. B'Pareso relies strongly on his wife, the capable and matronly Fitolima. "Fima" is widely known and respected for her diplomatic skills and snickered at for her outrageous (even by local standards) costumes.

Economy: Baneta's best-known product is its supply of otter furs, taken from the shores of the nearby Elos Bay. Hunters practically farm the otters, as they hunt down predators who might eat them and leave offerings of fish along favorite streams. Strangely, the locals do not wear the fur much themselves.

The people of Baneta rely on ships coming down the Banader River for most of their supplies, especially gems and other mineral wealth from P'Bapar. Exports other than otter fur are few, but include fish oils and the poison of the rainbow eel, a mild anesthetic.

Military: Baneta, sitting at an important port, has a large garrison numbering 300. Additionally, Baneta is the home port of the 90 ships that make up the Pekalese navy. At any given time, about one-third of these vessels are at sea, while the rest are in harbor for rest, repairs, or refitting.

Lately, as the naval war has begun to swing in favor of Tokis, damaged ships are keeping the docks busy. The inability to return these ships to action might soon play a heavy part in the war, as Tokite marines (often on Basiran ships) already have the upper hand in the Bay.

Admiral Ruwasan is a fussy and bumbling leader, scrambling now to make up for past errors in the naval war. The most costly of these errors was publicly thrashing a pirate leader, who later became one of the first to side with Tokis in the war. Other pirates followed, and Prince Kafen would like to promote a captain to Ruwasan's position, but he is quickly losing veterans to casualties, and none of his younger captains can match the admiral's knowledge of the Bay.

Major Temples: Baneta's temples are clean but plain stone buildings. They include modest temples of the Halls of the Valiant, the Assembly of Light, and the Parish of Love. The Order of Thought used to have a temple here, but the cleric was removed for apostasy: he began secretly worshipping the Confuser of Ways (or worse, was always an Imposter) and began posing unsolvable riddles to his followers and junior clerics. The faith's hierarchy has not replaced him, and the temple stands empty except for a flock of doves that roost in the rafters.

Mages & Sages: One wizard stands supreme in Baneta. An ancient man with a constant, hacking cough, Lakaran the Twisted walks with a noticeable limp. Part of his face is paralyzed, and his right arm hangs uselessly from the shoulder. He claims to have been around since before the city was founded, and written record and magical divination seem to bear his story out. Now he fears he is near the end of his days.

He has even taken on an apprentice, fueling the rumors that maybe his long life is coming to an end. Bandorian the Bold was chosen from over 600 petitioners who applied at Lakaran's door when the ancient wizard announced his intention to seek an apprentice. Bandorian is the youngest son of Kafen, the Prince of Pekal, and his presence gives Baneta a new importance. Lakaran insists that Bandorian's status had nothing to do with his decision, and that he did not even know the youngster's name when he made his choice. So far, Bandorian has acquitted himself well. So well, in fact, that he recently sent home the bodyguards his father insisted accompany him. People speculate that this rash act might invite an assassination attempt from Tokis, but Bandorian scoffs at such talk and pointedly rubs a malachite brooch at his neck.

Underworld: Crime in Baneta is a rare thing. While the city does have theft and violence, the authorities are eager, well-equipped, and ably led. The white-clad constables might seem brusque to outsiders, but their attitude warms up if the foreigners include clerics of lawful gods, paladins, or other noteworthy individuals.

Interesting Sites: Weddings in Baneta are often morbidly performed in a cemetery. The ceremonies take place at a tranquil altar located near a couple's tomb. The two were a popular knight and dame whose own wedding was performed in the middle of a great battle. A tribe of orcs led by a deaf shaman and his harpy servants attacked the town in its infancy and the two nobles stood together to fight them off. Not wishing to die unwed, the town's most popular couple asked the only cleric at the time to perform the ceremony while they were fighting. The three of them died only moments later. The Tomb of Hivlas and Hilu'A is kept immaculate by the Parish of Love, in whose cemetery it rests.

Other Notes: The City of the Whale takes its name from an annual migration. A pod apparently makes its home in the Elos Bay and appears just outside the city each spring. Watching the whales is a favorite activity of locals and travelers alike. Hunting them is punishable by death.

Back in the dim days of prehistory, a rash elf tried to kill one of the whales. He rowed out to sea in his little boat, spinning a cord around his spear to aid his aim and allow him to retrieve the weapon. Just as he prepared to cast his weapon at the fearless animals basking in the sun, a freak wave lifted his boat high into the air, carried him back to his village, and crashed him against a large rock on the shore. Until the whales returned a year later, any boats moored near that rock drifted away or sank. Whether they claim to believe the story or not, no native Banetan will allow a stranger to harm the giants.

The Lands of Tarisato

All Imperial land south of the E'Korug River is known as the Lands of Tarisato. The Lands of Tarisato (population 937,500) consists of several small fiefs, each ruled by a separate lord, duke or baron. These petty nobles control the land in the name of the Emperor. Emperor Kabori allows these lords free control of these lands due to the shortage of military manpower and the high cost of protecting the land from the masses of humanoids in the Obakasek Jungle. Currently, there are nine lords governing these lands. Each lord has his own keep, typically surrounded by a small city or town.

The Emperor has placed a garrison of 100 elite Imperial soldiers in each of the lords' castles to aid these lords in defending the land from the humanoids. These lords fight each other from time to time, when they believe there is a chance of taking control of more land. The Imperial soldiers stationed with the lords have been ordered not to interfere in these Tarisatan squabbles unless such a war jeopardizes the defenses against the Obakasek Jungle.

The P'Tikor Hills in eastern Tarisato, are home to many civilized hobgoblin tribes. Emperor Kabori has chosen to allow these tribes to inhabit the P'Tikors and even helped them build several mining towns and villages.

The hobgoblins are allowed to mine the P'Rorul Peaks for riches, and have been given Kalamaran citizenship. In return for Kabori's generosity, these humanoids are required to provide troops to the Emperor from either among their own people or from savages taken from the Obakasek Jungle. The hobgoblin infantry undergo Kalamaran military training and are used as shock troops or to control the slaves of the Ka'Asas.

The Obakasek Jungle is the greatest threat to Tarisato in that the number of bloodthirsty humanoids emerging from there seems endless. Over the last three decades some lords have made alliances with less savage humanoid tribes for trade, protection and to hire warriors as mercenaries. The human lords also have pacts of mutual protection with the civilized hobgoblins of the P'Tikors.

Demi-humans are rare in Tarisato. This is most likely due to the growing humanoid population within the towns and cities. The lords tolerate the humanoids because they are cheap labor and disposable mercenaries. Those demi-humans that are encountered are usually members of adventuring bands or merchant trains.

Tarisato produces the finest cattle in the world and the nobles receive high prices for these animals. Besides livestock, other exports are precious gems, minerals and metals from the P'Rorul range and rare and exotic plants, herbs, spices and roots from the Obakasek Jungle. The value and rarity of these resources cause many foreign merchants to visit Tarisato, despite the dangers.

All churches have some form of representation in Tarisato. But, the Temple of the Patient Arrow, the Conventicle of the Great Tree, the Way of the Berserk, the Congregation of the Dead, the Temple of Strife and the Temple of Sleepless Nights are the most popular. Additionally, many adventurers are found in Tarisato. They are attracted by the rumors of riches beyond imagination in the Obakasek Jungle and in the treacherous P'Rorul Peaks.

Balelido

Population: 6,000 humans of Kalamaran descent. Some of them show traces of Reanaarese features, and a fraction even show signs of hobgoblin or other humanoid parentage. About 400 humanoids and demihumans live in the city.

At a Glance: The city is peaceful and quiet. No wall surrounds it, only a double row of sharpened stakes. The first row is about four feet high and sits at a 45-degree angle. The second is taller and closer to vertical. Instead of gates, soldiers man breaks in the barrier and explain that bandits or armies are not much of a threat. Large animals and monsters are.

Government: Baron Rewano's ambition is relentless. He is currently bent on taking Mt. M'Pasa from the hobgoblin tribes that live there because a miner once came to town bragging about a motherlode of gold he had found there. This aggression threatens the tenuous peace with the hobgoblin tribes, much to Emperor Kabori's dismay.

Economy: Balelido's exports are mostly small and valuable. They include herbs, monster parts, and spices. They sometimes include gold, copper, iron, medicines, and always include cattle, which is a major source of food, leather, and horn in the town.

The wealthy hunger for food other than the omnipresent beef. Seafood is especially precious to them. They will try any new dish, and they often pay premium wages for skilled cooks.

Military: The city's garrison includes light local horsemen and pikemen in addition to the 100 Imperial soldiers ordered by Emperor Kabori. Personally, they disapprove of the rising conflict with the humanoids and would prefer to live in peace with them. Their orders to the contrary reduce their morale.

A mercenary group, the Black Soul Band, has refused to join the Baron. The Band includes 30 light horsemen skilled in silent, quick attacks. They will raid, but the leader, Hovaran, is leaning toward good alignment, having had about enough of the Baron and his greed. Lately, he has turned away evil would-be patrons. The Band prefers to work for a single mission only, or for a period of no more than a month.

Major Temples: The Courts of Justice are surprisingly popular in Balelido, thanks to a charismatic young cleric named Fonamar. Fonamar's wisdom is deep and he is an excellent peacemaker. At one time, Princess Dela of Bet Urala offered to appoint him as an ambassador, but he humbly refused on the basis of his commitment to Tarisato.

Other faiths include the Church of the Life's Fire, the Temple of the Stars, the Theater of the Arts, the Temple of the Three Strengths, the Assembly of the Four Corners, the Thunderer's Temple, the Church of Chance, the Church of Endless Night, and the House of Vice. None of these temples is very large, and some of them are no larger than a commoner's home.

Mages & Sages: Uglug, a hobgoblin barbarian spell-caster, is a packrat. He wears native charms, fetishes, and face paint. Morisato is a hedge wizard whose knowledge of herbs and medicines is nothing short of astonishing. The town is the current home of Aburago, a sage convinced the hobgoblins live among the ruins of an ancient and advanced civilization. He is a master of architecture, especially ancient temples.

Underworld: The presence of the humanoids leads to a great deal of violence in the city. They have taken over the city's puny thieves' guild and now burglarize, mug, and rob the citizens of Balelido with seeming impunity. Durmank is the principal force behind the guild, although he is only the guild's recruitmaster, not its Guildmaster. Durmank's favoritism toward hobgoblins is obvious, but since he has

allowed them to become so numerous, he cannot be voted out of the office. And none other in the guild would dare to draw a weapon on Durmank.

Interesting Sites: People dance here. Every week has a major dance for some reason or another. Local music has a strong, irresistible beat and is made by percussion and stringed instruments of wide variety and excellent construction. The Theater of the Arts contains a separate building used as a dance hall that is full every weekend.

Special Notes: A flash flood last spring tore away many docks and sank every boat in the town. Now, the people labor to retrieve their flat-bottomed boats from the fifteen-foot deep water. For recreation, kayaks are common, since some of the rivers out of the mountain fall steeply and rapids and short waterfalls are part of the countryside. Strangers should beware poisonous creatures in the countryside, including frogs, snakes, and the thorns of some vines.

Kabakosikido

Population: 4,200 Kalamaran humans. Fewer than 200 of the citizens have humanoid blood, and none are fully humanoid.

At a Glance: The population seems barely large enough to man the impressive fortifications in this town even if all of its inhabitants were strong soldiers. A double ring of thick stone walls, tall towers, and an array of siege engines protect the town.

On the south side of the town, shirtless men work at a steady pace, digging a huge trench 20 feet across and at least as deep. Instead of encircling the town like a moat, the builders intend to run the trench for miles in either direction. Currently, only wooden planks lead from one side to the other, and there is no sign of a foundation for a bridge.

Government: Baron Boganiro rules Kabakosikido as the center of his fief. The baron has long envied the economically stronger towns east and west of him, and now his envy grows as he watches the heavy garrison in Kabakosikido break his town apart. Boganiro's son Melesip is tenuously enrolled in the College of Magic in Bet Rogala, but the Baron is tempted to recall him to help enforce his rule, which grows weaker as the fortifications and soldiers wreck the economy.

Economy: Kabakosikido, like the other southerly towns of the lands of Tarisato, lives on the small but hardy cattle native to the area, but they also sometimes go into the Obakasek Jungle to hunt birds, large lizards, and monkeys (a favorite local treat). Export of these items is low, but caravans regularly take goods north to Oloseta or sometimes to Pagalido, which thinks it has a port (two shoddy docks and 8 feet of draft do not make a port in the eyes of the Golden Alliance).

In return for nondescript butter, leather, and pickled birds (eaten uncooked), and "kabak" cheese–actually a fairly popular item–the townsfolk import sugar (when they can get it), cotton, Kalamaran rice, and worked tools and weapons.

Military: While the town has formidable physical defenses, its manpower falls short of standard. Because of the harsh demands of the local climate, the locals can spare virtually nobody for a militia, so the duties of manning the fortifications fall on the garrison.

The garrison numbers 100 Imperial heavy infantry and 200 heavy infantry from Oloseta, which produces a backbreaking strain on the town's resources. The army shortsightedly stations no engineers here to man the numerous siege engines. Captain Takano petitions both Oloseta and Bet Kalamar for assistance weekly by way of messenger, reminding his superiors constantly about the humanoid invasion hundreds of years ago that advanced to within sight of the capital. Takano hopes the trench he is building between the town and the jungle will slow the humanoids until help arrives. He does not delude himself into thinking that they will stop the inevitable attack when it comes.

Temples: The Temple of the Patient Arrow, the Conventicle of the Great Tree, and the Way of the Berserk have traditionally been the most popular faiths, but people are turning to the Church of the Life's Fire for better crops and to the Face of the Free out of fear of what lies in the Obakasek Jungle.

The temples for the Raiser and the Guardian are both much newer than the other three temples, and they show signs of hasty construction. The garrison has a small chapel dedicated to The Old Man, and the senior cleric, a mere Lieutenant, has been requesting that a senior member of the faith take over this important position.

Mages & Sages: The local townsfolk have no wizards or learned scholars among them. Only one wizard, Golzumak "the Earthmage", has been attached to the soldiers. The men respect Golzumak and his ability to magically work stone into fine shapes. Since Golzumak has been stationed on the border of the jungle, he has become more versatile, learning spells that deal with earth and nature.

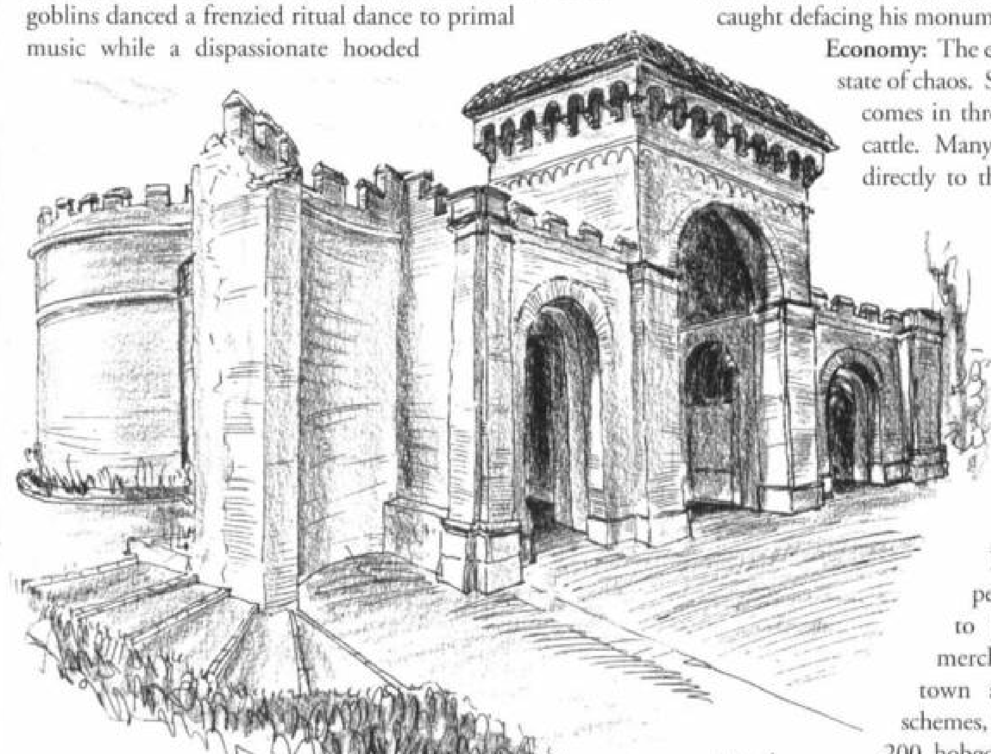
Underworld: Punishment is extremely harsh in this little town. The paranoid Boganiro liberally maims, exiles, or executes criminals, seeing humanoid spies at work everywhere. Soldiers openly follow strangers to ensure that they do no harm. Anyone who goes into the Obakasek Jungle without first earning the solid trust of the town is assumed to be a spy and is tried and most likely hanged or at best banished upon his return.

Interesting Sites: The trench reaches east about four miles and west six miles. Only a reedy fence keeps people from falling into it in the dark, and the fence is down in some places for people to repair damage to the trench from

rain. The far side is about 3 feet lower than the near side and the near side has wooden spikes facing out to hinder enemies that might climb up it. Its depth ranges from 15 feet to 25 feet at random, and garbage sits in the bottom. The filth attracts giant rats, snakes, crows and even carrion crawlers.

Special Notes: The Obakasek Jungle is about to explode and the people of Kabakosikido can feel it. They know that an enormous swarm of humanoids will soon erupt from the jungle and the first place to feel their wrath will be the tiny human town.

Adventuring parties have returned in defeat from expeditions into the jungle, claiming to have seen great encampments of goblins with thousands of tents. These goblins danced a frenzied ritual dance to primal music while a dispassionate hooded figure wearing a belt of shrunken heads watched. Lizard-like creatures larger than homes hissed at each other inside pits 30 feet deep. The people of Kabakosikido would have ignored one such story as the result of an adventurer chewing on the wrong roots, but the number and similarity of their stories leaves the citizens with hearts thumping in time to a silent tribal drum.



Oloseta

Population: 23,700 humans, 2,100 hobgoblins, and 400 other humanoids

At a Glance: Humanoids openly walk the street as if they live there. After a few moments of watching, it becomes obvious that they do. Orcs draw water from the well, hobgoblin and goblin children play ball in the streets with humans, and a half-ogre girl stands two heads over her friends as they giggle in the shade of a large tree.

Government: Duke Hor'Bek of Oloseta controls the largest and most populous city in the wild Lands of Tarisato. He is a fierce warrior, but he has his hands full with the other bickering and ambitious lords in Tarisato. Daily operation of the city is a task given to Hor'Bek's reeve, Murolak. Murolak's main interest lies in leaving a legacy in stone. He has at least a dozen monuments to himself around the city and has two or three more in progress at any given time. Recent vandalism or outright destruction of these monuments has enraged him, and Murolak has announced his intention to execute anyone caught defacing his monuments.

Economy: The economy in Oloseta is in a steady state of chaos. Sometimes, a great deal of wealth comes in through foreign merchants seeking cattle. Many merchants who are afraid to go directly to the towns in the hills (Balelido, Gimbatagh, Batullagh, and Gogido) use Oloseta as a meeting place, so the city's merchants make a fair profit by importing goods from the nearby hills.

Military: Murolak is at least clever enough to make use of the mandatory company of 100 Imperial soldiers imposed by Emperor Kabori of Kalamar to keep the peace. He sends them on patrols to protect the constant flow of merchant caravans to the eastern town and villages. For his own schemes, he employs a mercenary band of 200 hobgoblins armed as heavy infantry (Murolak is at least half hobgoblin). The band is accompanied by a foul-tempered ogre named Ogg-Chukka, easily identified by his black studded leather jack, coat of cave bear fur, and the massive iron maul he carries.

The city's barracks, located in the center of town near the duke's fortress (and Murolak's largest statue), house over 1,000 unruly soldiers, all of them in heavy armor with a variety of weapons. These soldiers cause frequent problems for the local constabulary, whom they outnumber and regularly outfight.

Temples: The Temple of Armed Conflict thrives because of frequent visit by soldiers. Major Relaton Abuto is highly revered for leading his followers against a horde of gibberlings that shook the ground when they moved and surviving the battle with nearly a third of his force still intact.

Other faiths include the Church of the Silver Mist, the Temple of the Patient Arrow, the Congregation of the Dead, the Temple of Strife, and the Temple of Sleepless Nights. These religions must walk a thin line between preaching publicly to attract new worshippers and staying quiet enough to avoid thieves.

Followers of The Way of the Berserk also have a place to worship in Oloseta–a former wooden keep that dates from before the rise of King Ali Inakas. Brother in Blood Venimok leads their worship. Venimok is a powerful fighter and his faiths' beliefs are very popular in the Tarisato. Unfortunately, he once incited a horde of gibberlings to descend on a rival barony that happened to be well-protected and what he saw as his biggest opportunity for sainthood faded before his eyes. He hates Relaton Abuto and spends more time undermining the Temple of Armed Conflict than he spends recruiting new followers.

Mages & Sages: The city is a home to many strong fighters. Wizards often feel acutely alone here. Galenon Mornstar is both a fighter (or at least an experienced bar brawler) and a wizard. Galenon maintains the rough and tumble image, but when it comes to his magic, he's really a cool, cautious professional. His spells tend to be direct rather than flashy.

Tajeril "the Sinister" has a reputation for associating with unsavory folks. Considering that he sells poisons and dabbles in necromancy, the reputation is probably deserved. Tajeril has an efreet servant in a carefully worded contract that has bound him for ninety-nine years. Though the efreet stays out of public sight, any fires that start in the city are usually attributed to him.

The closest thing to a sage in the city is a retired cleric of the Mule named Saterus. He is knowledgeable about the major faiths on Tellene and some obscure cults as well, although his cynicism taints any information he gives out.

Underworld: Active thieves' and assassins' guilds operate in Oloseta. Both encroach on each other's territory from time to time, and they have come to blows in the streets before. The largest thieves' guild is loyal to Hul'Mar Oarth, an old crone who talks about what it was like "in the old days" constantly. Between her ramblings, she imparts great wisdom to those careful enough to listen to her. She exaggerates her age and senility to feign weakness and draw out enemies. Her senses are still acute, as is her mind. Hul'Mar calls her growing band of burglars, pickpockets, and robbers the "Tangle of Thorns."

Interesting Sites: The citizens avoid a short alley called Filly Street because of a brutal conflict between thieves' guilds a few years ago. Several thieves were left mortally wounded, and their cries for pain echoed for a long time. Nobody investigated for fear that the attackers would mistake them for rival guild members and cut them open as well. Most citizens who lived nearby still remember the "Night of Screams" and feel very guilty about not helping, despite their fear. Now they vigorously oppose any street violence and take steps to keep the street lit and free of debris that might hide an assailant.

Special Notes: Oloseta can be dangerous for those unprepared. The streets are full of warriors and rogues eager to draw steel and strike for little cause. The soldiers are restless, the humanoids are always willing to fight, and the thieves are often too dumb to flee.

Kingdom of Tokis

The Kingdom of Tokis (population 1,690,000) is the largest under the influence of Kalamar. Until fifteen years ago, three royal houses were involved in a deadly power struggle for the Tokite throne. This deadly contest, which lasted almost seventy years, continued because the ineffective and weak emperors of Kalamar were unable to stop it.

The emergence of Emperor Kabori changed the situation dramatically. As soon as he established his dominance over the dwarves of the Ka'Asa Mountains, Kabori turned his attention to the reunification of his Empire. Since the stabilization of Tokis was vital to reunification, Kabori decided to put an immediate end to the conflict. He marched the elite Imperial Guard into Tokis and after a few short, but decisive battles, re-established order. Kabori placed Adoku, head of the noble House of Soriba, on the throne and banished the other noble houses.

King Adoku I is now paying a high price for the Imperial aid he received. The Emperor has ordered the reacquisition of Pekal. This has proved most difficult due to the alliances between Pekal and Paru'Bor, Tharggy and the elven nation of the Cilorea. Tharggy provides Pekal with capital and military advisors, while Paru'Bor provides knights and the elves provide archers.

The economic stability of Tokis has declined rapidly over the last ten years. These financial woes began with the Pekalese wars and, over the last four years, mysterious locust migrations have brought the economy to near collapse. The acrididas have destroyed most of the Kingdom's crops. It is rumored that the locusts were a deathbed curse from a surviving member of one of the noble houses banished by Emperor Kabori.

King Adoku is now faced with a starving populous and an ill-equipped army. Frequent assaults by Pekalese raiders have only served to worsen matters. Furthermore, he knows that another major military failure against Pekal will result in his removal from the Tokite throne. Adoku's solution has apparently been to hire thousands of Zazahnii and Koraki mercenaries. He pays for these veterans with the Soriba family's personal fortune and promises of Pekalese spoils. Adoku is also reportedly attempting to entice King Joto II of Shynabyth into attacking Paru'Bor, thus eliminating any Paruvian aid during his next assault upon Pekal.

The local lords who have been victimized by the locusts have openly defied Adoku by refusing to pay their taxes. King Adoku has allowed this to continue because he knows that they have no crops to spare. If the lords paid their tithing, their serfs would starve and there would be nobody to farm the land next year. Therefore, the lords whose crops were not devoured by locusts have been taxed mercilessly. Many of these lords talk of revolt, though the thought of angering Emperor Kabori has caused them to remain loyal thus far.

Few merchants frequent Tokis because there is no money to be gained. Those that come are usually just passing through. Some merchants can be found in the eastern lordships and along the Elos Bay, where the crops were not destroyed.

King Adoku's army currently consists of 5,000 heavy footmen, 700 pikemen, 1,600 heavy horsemen, 500 light horsemen, 400 longbowmen and 800 heavy crossbowmen. The navy consists of seven score of warships, although forty are Basiran vessels, ordered to patrol the northern Elos Bay.

Bet Seder, Capital of Tokis, City of Rogues

Population: 47,800 total. The humans are Kalamaran and Dejy. Demihumans, mostly halflings, make up about 15% of the population.

At a Glance: The capital city of Bet Seder is situated in the center of the Kingdom of Tokis' coast. Once a magnificent city, the recent economic afflictions have left Bet Seder in a sorry state of disrepair. Bet Seder remains well-fortified due to Imperial aid, however, years of financial neglect have taken their toll within her walls. Since most artisans have left the city in search of greener pastures, there are few left that are skilled enough to repair the aging buildings. The King employs many of the remaining craftsmen to maintain his keep and palace.

Bet Seder's once dazzling marketplace is now home to two-bit merchants, charlatans and thieves. The wares traded are usually of poor quality and workmanship. Most merchants feel it necessary to hire mercenaries to ward off thieves and the corrupt city watch. The streets of Bet Seder are quite dangerous as hunger has turned many once honorable thieves into cutthroats, worried less with style and grace and more with filling their bellies.

The city's poor live in sod houses on the eastern side of town. Their homes crowd against the tall city walls, and no paved roads pass through the slum. The homes inside the walls are better, but naked children still play around crowded tenement buildings.

People have a desperate attitude, making the merchants tenacious bargainers, the muggers bolder, and the innkeepers reluctant to extend credit. The citizens welcome strangers with insincere words of welcome, but they treat them fairly enough. In dark taverns late at night, people blame the worsening situation in the city on Adoku's growing concern for his neck.

Government: Adoku Soriba holds a tight rein on the nobility, since the House of Soriba is the only noble house allowed. All government officials are related to the King in some way, although they know the familial ties are not stronger than the need for results, so they work hard at their given tasks. Adoku has executed several family members, including his youngest brother, for incompetence or sedition. Adoku has been feeling pressure from Kabori and tolerates no resistance.

Adoku's stated heir is his nephew Jaralam, a mean and petty lord whose appeal to Adoku lies in his loyalty. Adoku does not really expect his nephew to handle the kingdom well, but since he'll have to be dead for the youth to see the crown, he figures it will not be his problem.

Economy: The Royal Treasury has been depleted in recent years. Adoku's tyranny has eliminated the graft or scared the embezzlers into hiding, however, and recovery might very well be in the near future. For now, the city has little wealth.

Famine or plague has lowered the amount of corn, wool, and other staple crops the kingdom normally relies on for exports. Fortunately, one of the ranchers in the northern fields managed to come across and capture a large herd of horses bearing no brands (there were brands, and the mark belonged to an O'Paran noble family, but Adoku claimed they were trophies taken from Pekal and reported a great victory to Bet Kalamar). Recent naval victories over Pekalese merchants have also kept the city's economy alive, if still weak.

Military: The capital city maintains a strong army presence, including several thousand heavy infantry (usually splint mail, heavy mace or longsword, and shield) and one or more companies of archers (padded armor, longbow or crossbow, shortsword). The captain of the crossbowmen, a bold baron named Rulamar, recently won a contest of accuracy with the longbow champion. That the longbowman was as drunk as usual at the time meant nothing to the hundreds of onlookers, nor to the victor.

The soldiers tire of seeing the focus of the war in the Elos Bay and their own ineffectiveness along the E'Liral River erodes their morale. A few have abandoned their posts to take up positions as marines or pirates. The remaining soldiers punish any deserters they come across brutally; beatings are standard, and they often turn in a dead deserter for court-martial.

Many prospective privateers tie up at Bet Seder, seeking letters of marque or presenting the King with their bid from Pekal to see if he will match it. Outright pirates also visit the harbor; the pirate captains love the risky climate. Adoku sometimes hires them for adventures and sometimes slaughters the officers and conscripts the sailors for his own vessels. The deciding factor is often the first

impression the pirate captain makes on the dockmaster, a personal friend of King Adoku.

Temples: Temples include the Temple of the Stars, the Inevitable Order of Time, the Church of Chance, the Courts of Justice, the Parish of the Prolific Coin, the Way of the Berserk, the Assembly of Light, the Order of the Passionate One, and a tiny temple used by the Face of the Free. The most influential is the Parish of the Prolific Coin, which is predictably wealthy and manages better than most to avoid giving its riches over to the coffers of the King. The Treasurer (the cleric of the Profitmaker) is a miserly old halfling named Gonflen. Gonflen has a personal hoard that a dragon would envy, but he wears twenty-year old robes and dines on bread and water.

Mages & Sages: Lendel Vin is a half-elf from the Eldoran colony of Miclenon. He originally came to Bet Seder as a mercenary wizard on board a ship, where he revolutionized ship-to-ship wizardry for the navy. Until Vin, fire-based spells were very common, since their effects are so deadly against crew, lines, sails, and the structure of the ship. Vin, however, used *cloudkill, ice storm*, and other spells that did not harm the ship, leaving the victorious sailors with a great prize.

Furum Sapran is a halfling scholar popular with the locals for his knowledge of herbs and gardens. He has a passing knowledge of fungi and spores, knows all trees and large plants indigenous to the continent, and recognizes many poisons derived from these plants. In his knowledge of intelligent plant life, however, Sapran stands supreme. He speaks the language of the mold men, can communicate with myconids, and knows secrets that keep him relatively safe from shriekers and violet fungi.

Underworld: The ranks of the thieves' guild have swollen to record numbers in recent years. Guildmaster Malaran could be the most influential person in the city unrelated to the house of Soriba. Malaran fears government plants have joined undetected with the large increase of guild members and has initiated tests of loyalty for the guild. Malaran's mistress, Inala, is at least as cunning and operates several legitimate businesses, including a small merchant company with which to spirit out "hot" goods, and a jewelry shop that sometimes sells superlative glass fakes.

The feared and hated dwarven assassin Kestarak is widely rumored to be in town. The lanky dwarf is able to hide in plain sight because his slight build and willingness to shave (or at least trim) his beard allow him to pass for a gnome. Kestarak's reputation says he has slain numerous barons, powerful clerics, and rich merchant leaders. Presently, he is employed by agents of Emperor Kabori and is prepared to slay Adoku should the emperor so command.

Interesting Sites: The city encompasses a shrine to Kolokar, former Emperor of Kalamar. The monument depicts Kolokar on a rearing mount. Supposedly, the monument stands on the exact spot where the Emperor was thrown from his horse and killed and later buried, but most historians insist he is buried in the capital with the rest of the emperors.

The Pit is a famous wrestling arena, although its popularity has waned over the past few years. Despite the decline, the annual Frosting Games draw hundreds of competitors and sees thousands of coins trade hands as spectators eat, drink, wager, and fill the local inns. Matches are two falls out of three, and the overall winner receives a purse of 250 gold pieces (down from the top prize of 600 gold some years ago) and a ceremonial mace of silver that could fetch another 100 gold pieces if one were destitute enough to sell it.

Special Notes: Adoku has stayed in power for two reasons. The first is that he is an expert at putting a positive spin on the stories he sends to Emperor Kabori–positive enough that Kabori questions the reports he receives from his own spies within Tokis. The second reason is that he actually has begun to swing the naval war to his advantage by outbidding the poor Pekalese government for the pirates and buccaneers that formerly sided with them. On the other hand, the land war has deteriorated horribly. Pekalese raiders cross the E'Liral at will, striking into Pipido, and even Salirido. With O'Par's policy of not hindering the passage of troops, the Pekalese can strike at any point on the northern border. Adoku is still in power, but his rule is as shaky as the last leaf of fall.

Gaketa, City of Steeds

Population: 7,700 Kalamarans. Few of the citizens show heritage other than Kalamaran- the city is home to few demihumans.

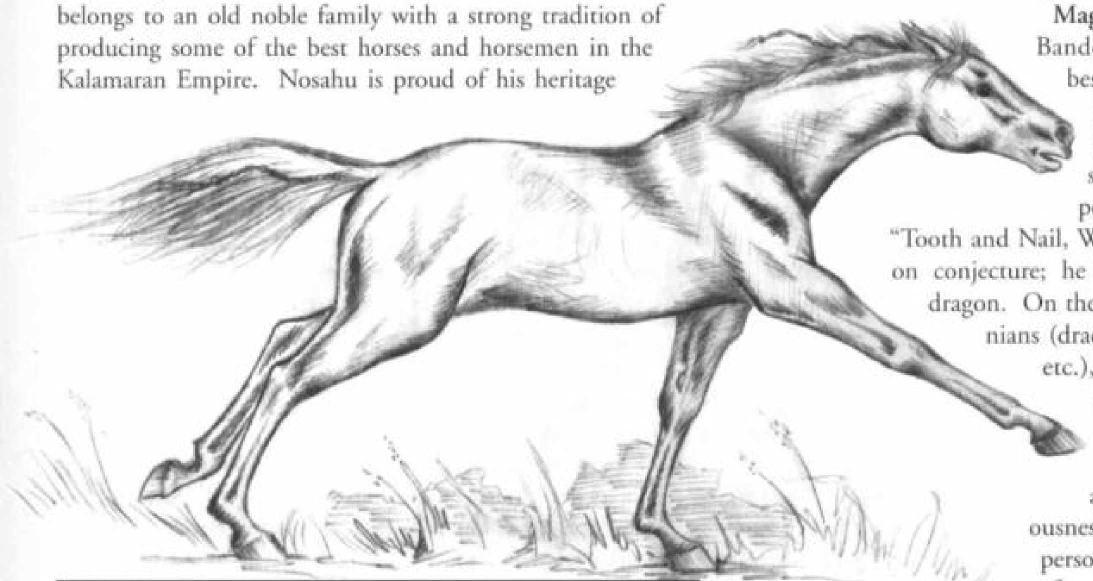
At a Glance: Gaketa boasts only a wooden wall and moat around the city, with three gates at the corners of what is essentially a triangular wall. The chains of the drawbridges are thick with rust, the guards play cards on duty, and several guard towers stand empty.

Inside the gates, the city bustles with activity. Foreigners are welcomed, although the people consider themselves superior to other folk and consider foreign customs and ways strange and barbaric. Gaketans, despite their condescension, are far less extreme than the Brandobians in their view of outsiders.

Government: Gaketa was the original capital for Tokis when the Kalamaran Empire first annexed it, and some of the old institutions are still based here. Gaketa is the military center, for example, and the Field Marshal of the Kingdom makes his base here. Gaketa is ruled by Yufur Balemo, nephew of the previous ruler. Yufur spends his family's considerable fortune on personal vices and the real power in the city is the "Archmage" Sulat, a former advisor to the king of Tokis and a strong administrator.

Economy: On a good year, the fields surrounding the Legesep Lowlands produce enough food for the whole kingdom. Even on a bad year, it feeds the people of Gaketa well. The area produces corn, fruits, and even some nuts. The alfalfa fields between the Lowlands and the city grow fast and hearty year after year. The city's economy depends on these foods and the alfalfa, but the riches come from the herds of horses and a growing number of sturdy ponies. The people of Tokis both raise and train these animals as warhorses. "Faster than a Gaketan mare" is a common expression of superlative speed in the Sovereign Lands.

Military: Naturally, the city's cavalry is well-equipped in terms of mounts, men, and weaponry. The heavy infantry crushes opponents on the battlefield while the light infantry dances out of striking range and harries enemies with arrows and javelins. Gaketa maintains fewer footmen than other parts of the country (around 800), and the troops are poorly equipped (light maces, small shield and leather or padded armor) because most of the gold goes to the cavalry divisions. The Field Marshal, Gorin Nosahu, belongs to an old noble family with a strong tradition of producing some of the best horses and horsemen in the Kalamaran Empire. Nosahu is proud of his heritage but mindful of the kingdom's current state and he takes his family's - and his kingdom's - responsibilities to the common folk seriously.



Temples: The temples in Gaketa have grown in wealth, power, and size since Adoku took the throne. With the banishment of the rival noble houses, many former nobility joined whatever faith they followed as clerics, bringing their family fortunes as donations (which they would administer as the new clerics, of course).

The Halls of the Valiant, the Hall of Oaths, the Assembly of Light, the Church of the Life's Fire, the Parish of Love, the Church of the Night's Beauty, the Church of the Silver Mist, the Temple of the Three Strengths, the Order of Thought, the Order of the Passionate One, the Order of Agony, the House of Hunger, and the Conventicle of Affliction all have independent temples in Gaketa, although some of them are little larger than tool sheds (such as the House of Hunger). Visiting clerics do not find as warm a welcome as they might expect unless they are also nobility.

Mages & Sages: Holomar Bandeskrin is one of the best-known sages of the Sovereign Lands. The public would be shocked to learn that his popular book on dragons, "Tooth and Nail, Wing and Scale" is based on conjecture; he has never seen a real dragon. On the subject of other draconians (dracolisks, wyverns, behirs, etc.), his book is entirely accurate and very thorough. In person, Holomar's cocky attitude and presumptuousness make him a popular person at parties, but he has few (if any) real friends.

Archmage Talus has a reputation for understatement. Once he discovered a bullette that had dug its way into the castle dungeon and dispatched it after a fierce battle that cost him two fingers on his left hand. After he wiped off most of the blood, he went upstairs to the king's chamber and reported a "rodent problem." He retired to his native Gaketa after only four years in Adoku's employ.

Jolizek the Rider, a young noble from Dodera, is a masterful equestrian. Jolizek is a poet, a patriot, and a pacifist. He's also the most popular bachelor in the kingdom's heartland. Jolizek would love to meet a female adventurer as direct and as virtuous as he.

Underworld: A sect of rebels has convinced themselves that Adoku should be replaced and that Gaketa should

Gaketan Mare

Horse, Gaketan: SZ L (animal); HD 3d8+6; 20 hp; Init +1; Spd 60 ft.; AC: 14 (-1 size, +1 Dex, +4 natural), Atk: 2 hooves +3; Dmg Hoof 1d4+2, Face/Reach 5 ft by 10ft/5 ft.; SV Fort +5, Ref +4, Will +2, Str 15, Dex 13, Con 15, Int 2, Wis 12, Cha 6; AL N; Skills Listen +6, Spot +6.

Gaketan steeds are intelligent animals prized for their speed and stamina. Gaketans are capable of maintaining a gallop for great distances and the rider who wishes to race virtually anything on Tellene will win if he is mounted on a Gaketan. Riders gain a +2 bonus to their Ride checks when urging the horse to great speeds or feats of endurance (based on the horse's intelligence).

again be the capital. These revolutionaries are mostly merchants whose families lost a great deal of business after the capital moved, and they now bemoan their misery over pints at a local tavern. Though few of them are seriously interested in seditious activities, one or two of the youngest, full of pride and a little less full of common sense, vandalize barracks, cheat on taxes, and engage in other harmless acts of defiance.

The thieves' guild in Gaketa knows that Adoku's agents monitor it and correspondingly keeps its activities low-key. Guildmaster Pekanato, a gnome burglar, has great plans for the guild if he can somehow remake it with less governmental intrusion. He keeps handy drafts for a dozen potential charters for the guild and has yet to convince himself that any of them would work. A reputable rogue with organizational skills would be a great asset to the guild.

Interesting Sites: After years of letting it stand empty, Balemo ordered the former Royal Court turned into a stable and smithy. Other changes followed soon after. The end result is that some buildings that look like they should house wealthy merchants or nobles are used as barns and silos.

Special Notes: The city is home to famous horse trainers and breeders. The ranchers celebrate each spring with a parade that includes over 300 of the finest horses on Tellene. Unlike the monstrous Drhokkeran stallions or the agile steeds of east central Svimohzia, the Gaketans are valued for their speed and stamina.

Pipido

Population: 4,300 Kalamaran citizens. They have a slight Dejy heritage and none other.

At a Glance: The remnants of several wooden bridges, charred buildings, and prevalence of broken weapons in the fields shows that this town has seen more battles than harvests in the past few years.

The people are cautious of strangers. Foreigners—even from their own kingdom–are not welcome, since disaster inevitably follows an outsider's visit. Outsiders come to Pipido to further the war, and the war has been hard on Pipido.

Government: King Adoku has replaced the baron of Pipido several times with knights or other barons who have proven themselves in warfare. The current baron is Retara of the House of Eramis. Retara and his younger brother Setana have labored to restore their family's name to greatness and erase the association with one of the two Emperors who plunged Kalamar into the Age of Anguish.

Retara understands his main goals clearly: he must prevent Pekalese forays while conducting his own raids into enemy territory. Setana has proposed a bold mission into Bet Rogala, but Retara is content to keep his troops closer to home, raiding nearby villages, and preventing enemy troops from sneaking past him deep into Tokis.

Economy: Pipido harvests huge crops of corn, relying on that crop more than anything else for local food and surplus for export. They openly sell much of it to the merchants going up and down the E'Liral River and secretly sell laden carts to the elves of the Pipitul Woodlands. In return, they ask for honey and vellum (which they get) and weapons (which they do not get).

Military: Two hundred heavy cavalry (half-plate, large shield, longsword, and mace) and 800 heavy infantry (splint mail, longsword, and shield) garrison a stone keep just north of town. The keep has been expanded recently to include an outer wooden wall enclosing the army's stables, kennels, and smithies. The wooden wall is already being replaced by stone in sections and should be complete within another year.

Temples: Pipido's main temples are those of the Knight of the Gods, the Temple of Enchantment, and the Conventicle of the Great Tree. Homes or businesses contain shrines to most good gods, and about half of the neutral gods. The sole known shrine to an evil deity is an abandoned temple to the Harvester of Souls in the catacombs below Rosaleta.

Mages & Sages: Va'Anamil retired from the adventuring life ten years ago and returned home in search of peace and quiet. Seven times since then, old enemies have come seeking revenge or the return of stolen artifacts. This attention has earned him isolation even within his home city. People shun him for fear of being perceived as a friend and being kidnapped or killed because some demon wants a message delivered.

Serafil is an elf from the Pipitul Woods who has a half-elven son in Pipido and the enchanter visits from time to time, usually bearing beautiful gifts and staying for a night or two before returning home. He knows the Young Kingdoms extremely well, since this paternal visit is one of dozens he makes from P'Bapar to Bet Regor and from Miclenon to Pipido.

Underworld: Pekalese spies and Tokisian agents compete in a shadowy world of silent death and denial. The humble town of Pipido sees stolen documents changing hands, assassins seeking to cross the border, and scouts returning from forays into enemy territory. Speed, stealth, and cleverness keep a rogue alive, and a person's physical might is less important than the enemies he makes or the company he keeps.

Pipido is an arms smuggler's dream. It brings great risk but it also brings great wealth. Smugglers who are able to sell their wares to the right customer might earn a small fortune, while the unfortunate ones find themselves imprisoned and executed with blinding speed.

Interesting Sites: One of the fallen bridges is the anchor for a ghost. Puramal was a soldier who fought on the bridge and continued to fight even while it was being

destroyed. Enemy wizards sought to destroy him while friendly clerics and wizards healed him and countered enemy spells. Between the blasts of magic and volleys of arrows from the far bank, the soldier finally collapsed with the last of the bridge.

Puramal's ghost still guards the bridge he died to protect. If anyone tries to cross the river at that point, whether by swimming, watercraft, building another bridge or otherwise, he attacks (but travel up or down the river does not disturb him). After seeing his cowardly companions flee, only too eager to leave him to die, the soldier no longer cares whom he attacks.

Special Notes: The town is the frequent site of skirmishes between Pekal and Tokis. Because of the apparent lack of effort on the part of Adoku, sedition among the garrison and gentle persuasion from the elves of the Pipitul Woods, a definite anti-Tokite sentiment is developing.

The people of Pipido do not know that the elves allow Pekalese raiders to pass through their woods, or they would surely cease all trade. The popular belief is that the Pekalese have simply had greater luck avoiding the militant elves.

U'Rudaketa

Population: 16,100 Kalamaran humans, less a handful of halfling pig farmers and shepherds who clot the city's roads with their animals.

At a Glance: U'Rudaketa is an old place by Kalamaran standards, built up from a coastal fishing town into a major city during the reign of Thedorus. While its most prominent features–great arches over the city gates, a large arena, and a courthouse that seats hundreds open to the public –have fallen into disrepair, some features have been maintained through the ages. The city's roads are paved smoothly enough for wheeled traffic (as long as it does not move too quickly).

Statues and plaques dot the city, sometimes in odd places, such as the hero with sword raised to the heavens that serves as a hitching post. A bronze dedication plaque to an old temple that identifies the Two Jugs of Beer tavern in the fashion of a palimpsest. There is also the statue of former Duke Magapar, once known for a naval battle in which his crew sank two pirate vessels at the cost of his own ship; then Magapar kept fourteen of his crew alive in the water until help came four days later. Magapar is now known for keeping the crows out of the northern fields of a farmer named Samir.

Government: Chelean is a recent appointee, a former privateer and reputed smuggler. He knows the coast along the Elos bay like the back of his hook and is often away at sea on some "diplomatic" mission or another. Chelean's concerns are wealth, fame, and the welfare of his city, in that order.

Chelean has granted a local hero the title "seneschal," partly because it pleased his ego to have somebody by that title (Chelean loves lording over his former pirate cronies, "I'll have my *seneschal* handle the details"). The hero, Sir Delem, could not believe his eyes when he saw the hastily-prepared charter that gave him his position. The pirate had given him virtually unlimited power within the city. As long as he did not bring the oversight to Chelean's attention, he could work wonders for the city. One of his first tasks (after rushing to his temple to give thanks to The Speaker of the Word) was restoring the largest and most visible public works. This project stimulated the economy by employing a great portion of the town and performed miracles for the city's morale, which was subdued by Chelean's appointment.

Economy: The sailors from Basir, Kalamar and occasionally others drink, gamble, and otherwise spend a great deal of money in U'Rudaketa. Entrepreneurs have built numerous inns, taverns, and brothels to accommodate their needs. The marketplace is a bit busier than Bet Seder's as it is geographically farther from the conflict with Pekal. Additionally, a goodly amount of overland trade makes its way to U'Rudaketa from the numerous towns and villages dotting the Basiran coastline on the Imperial Road leading to Bet Urala and, of course, with Bet Urala herself.

U'Rudaketa is a stopping point for traders from Ozhvinmish as well, although the Ahznoms skip over it as often as not, finding Chelean distasteful and boorish. Personal clashes between the Svimohzish captains and their Kalamaran counterparts have at times threatened the trade, but the diplomacy of the Svimohzish merchants has–so far–kept the matters from affecting business.

Military: While the army has only a token presence at U'Rudaketa, the city boasts a large navy, and is often home to many visiting Kalamaran vessels. Swift Basiran vessels make up the bulk of these visitors, although Kalamaran ships of the line bull their way in as well. At any given time, up to 1,000 sailors and marines clog the streets of U'Rudaketa, and their dozens of ships cram into the overworked port or weigh anchor offshore.

Captain Palopi, an unlanded Basiran count, is one of the least trusted ship captains in the navy. He suffers more desertions than anyone and therefore keeps press gangs on the streets nightly. Palopi understands the value of a trained crew and does not consider other captains' sailors off limits. He knows the wind, however, and he can guide his ship next to the most agile of Reanaarian pirates like a lover seeking an embrace.

Temples: The Temple of the Stars, in its position as guardian of ships, has a respectable temple led by Worlder Oratak Pateris, a cheerful man with the build of a marathon runner. Other temples with prominent membership include the Temple of the Three Strengths, the Parish of the Prolific Coin (which gives lie to its name with its

abandoned appearance and drafty interior), and the House of Solace. Ironically, the House of Solace's most devout parishioners these days are soldiers. These men, infantry for the most part, are tired of the war and wish the conflict that keeps them from their families to finally end, one way or another.

Lesser temples include the Halls of the Valiant, the Assembly of Light, the Parish of Love, and the Temple of Enchantment. Household shrines exist for the benefit of those who worship the Raiser, the Coddler, the Fate Scribe, or the Laugher. In general, people of U'Rudaketa are indifferent in their faith. They attend a service when the urge strikes them, pay a tithe if a cleric confronts them directly and make offerings only on the largest of holy days.

Mages & Sages: With few people turning to their neighborhood cleric for their needs, wealthy merchants, nobles, and guildmasters must find a wizard for removing curses and other minor spellcasting needs. Fanam Setiran has developed complex mathematical procedures that have convinced her that she can earn the most profit for her time by casting nothing but *arcane lock*, so that spell (and higher-level metamagic versions of it) is the only one she prepares. Of course, few wizards are so specialized, and a prospective adventurer who needs a tough lock *knock*ed open, or a favorite sword marked with *arcane mark* can find a wizard to perform the task for a reasonable price (see page 149 of the Dungeon Master's Guide). Spells with special material components, spells that debilitate the caster, and combat spells are higher priced (five to ten times as much) or not for sale.

Hejrast, a gnome scholar and illuminator, lives in a monastic home near the southeast corner of the city. He shares his homely abode with religious texts, bottles of bright ink, and quills (and a few of the geese he takes them from). Anyone with the skill Knowledge (religion) can recognize Hejrast's name on a DC 20. He has personally copied hundreds, if not thousands, of canons and religious texts for all of the good and neutral faiths. Hejrast's sole indulgence of his own ego is that he writes his name in small letters at the bottom of one of the book's pages.

Underworld: Where there are wizards, thieves are not far behind. A spellbook is a valuable item, one that low-level wizards must protect with ingenuity. Since few wizards in U'Rudaketa are strong enough to ward their possessions with *fire traps* or store them in extra-dimensional spaces, they must resort to *invisibility*, cunning disguises, and mundane locks.

The U'Rudaketa thieves' guild has virtually abandoned all other activities to search for these items. The few wizards with wealth and power hire them to steal the books from rivals and potential rivals, while the smuggling arm of the guild knows how much it can get for these books from crooked students at the Pekalese College of Magic (2,000 to 20,000 gp, depending on the condition and contents of the spellbook). Guildmaster Borokar has an uncanny knack for knowing where to find hidden books that he attributes to his experience as a child working for the previous guildmaster, who was also an illusionist of high caliber.

Interesting Sites: The arena, in addition to being a place for regular gladiatorial events and other regular sporting events, also serves as a place for civic functions, such as the announcement of new laws, speeches, and executions. Attendance is traditionally poor, but Chelean is pleased to see that the crowds have been growing lately (for that matter, the arena itself is in better shape.). At night, the arena is a dueling ground for nobles. Even later, quarreling thieves use it for the same purpose (albeit with less formal procedure.)

Special Notes: The city is now a haven for pirates, ever since Adoku has been endorsing piracy to simultaneously generate needed income and strike at Pekalese shipping. He sells letters of marque as well, a prospect that draws legitimate privateers and pirates in search of excuses.

The city is prone lately to attacks by vicious spider-like creatures from the northern reaches of the Edosi Forest. The distance involved has convinced Chelean the creatures must have some great motivation for their departure and has sent scouts to investigate. So far, the explorers have discovered nothing, except for, perhaps, the one group that never returned. They were spotted three months later in peaceful Shyff, claiming "one too many close calls" when asked about their retirement and refusing to answer questions about the Edosi Forest.

Topography of Kalamar

WOODLANDS

Edosi Forest: Once the pride of the Kalamaran Empire, the Edosi's majestic trees were the main source of her burgeoning shipbuilding industry. As the Kingdom became decadent, the forest was overlogged and damaged. This angered the citizens of Doulathanorian, an elven kingdom that is located deep in the Edosi. The elves began to mount a defense against the loggers. It initially involved sabotaging equipment and campsites but escalated into guerrilla warfare after numerous faerie creatures were found brutally murdered. Periodically, attempts are still made by Imperial troops to secure the forest, but success is tenuous at best. These woods are a haven for those fleeing Imperial tyranny.

Doulathanorian, City of Peril

Population: 18,000 gray elves

At a Glance: The people are initially belligerent, since they assume any strangers are bandits or others fleeing the Kalamaran government. If strangers convince them of

peaceful intentions, the elves are friendly and open, although they are quite vocal about their dislike of the people of Basir.

The city is a marvel of elven architecture. Aromatic woods, used by humans in the making of artistic carvings and expensive toys, form the tall homes of the elves. Their designs make clever use of wide windows and shuttered doors to stay cool in summer, and cloth or skin coverings keep the homes warm and cozy in the winter. Meticulously interlocked stonework allows buildings such as temples, schools, and guard towers to be constructed without the use of mortar yet actually increases their structural strength.

Government: The elves have minimal government in the sense of any bureaucracy or permanent positions. King Dorlanisti has ruled for over 200 years, and his father ruled the kingdom for twice that long. Most of the elves are content under his rule, but a growing faction demands that their nation be recognized by the humans and that they prohibit the humans entirely. Others want the official recognition but prefer to be on peaceful terms with the humans. Dorlanisti wishes no path that would lead to war because offending the Basirans would mean fighting the entire Kalamaran Empire, and he knows that such a war could only end one way.

Economy: The elves trade primarily with other demihumans, especially the agricultural halflings to the northeast. While the halflings have been producing less food than usual (and able to keep less of it due to heavy taxes), they always manage to hold back some for their trading partners because the elven crafts are so valuable and the halflings receive superior prices for them from the merchants of Dodera and O'Par.

In return for food (especially beef, corn, and bread), the elves provide the halflings with their own unusual wine, known as Basiran Gold by the rest of the world (Vahianallis Enoala "Winter Sunrise" to the Edosan elves). Other goods include fletched arrows ready for the point, handsome buckles, clasps and brooches of antler, and superior hemp rope.

Military: The military force of the elves is impressive due to the personal ability of its soldiers rather than any claim of great numbers. The 900 foot soldiers are skilled with bow, spear, longsword, axe, and mace. Any one of them is worth at least two of Kalamar's finest, and their ranks are supported by clerics and wizards. The overall commander, Dail Swylantia is a master of the sword who wields his magical blade with blinding speed and accuracy. His lieutenants say that he once decapitated a demon (true) and cut the head in four pieces before it hit the ground (not quite true; it shattered with a thunderclap all on its own).

Temples: Virtually all of the citizens worship at the Temple of the Patient Arrow on occasion, but other popular faiths include the Parish of Love, the Church of Night's Beauty, the Church of Everlasting Hope, the Theater of the Arts, the Face of the Free, the Temple of Enchantment, and the Order of the Passionate One. A few of the elves make sacrifices to The Watcher or the Way of the Berserk, but these occasions are very rare.

Mages & Sages: Helana Reanali specializes in the oral histories of the elves. The oldest of her stories have been told for over 12,000 years. Humans will find her unproductive as a sage, but dwarves and gnomes can learn much about the histories of their races and their first kings. Helana specializes in stories of the gods, the ancient heroes of the elves, and mythical monsters (some of which might be real).

Coronos the Blind was cured of his blindness years ago, but the name has stuck. He collects maps of all kinds, sizes, and levels of quality. He is reluctant to sell any of them, but he can be talked into letting others copy one of his maps in return for any map he does not have (25% chance).

Underworld: The humans are not the only one robbing the Kalamaran merchants, nor are the humans operating on their own. An exiled elf named Jasselan equips them with weapons, arrows, shields, and the location of choice targets. Jasselan maintains a facade of peace by attending services at the

Theater of the Arts (even going so far as to write hymns and plays). He controls at least six bands of brigands, ranging in size from One Egg Short (11 humans, deserters from Tokis) to the Gross Count (nominally 144 men led by a disenfranchised noble, but actually just over six score led by the guy with the biggest sword).

Interesting Sites: Doulathanorian controls several springs within its borders. These springs are extremely deep and some of them contain wonders the elves have yet to explore, despite their long habitation of the area. At least one contains a tribe of reclusive nixies, and another holds the wealth of a silver dragon that died of natural causes decades ago.

Special Notes: Bands of brigands live near the city and have come to rely on it as a place to re-supply themselves and sell loot taken from Kalamarans they have robbed. The elves do not appreciate the attention these activities bring them, but the trade is useful so they have not ended it yet.

The increasing danger of certain parts of the forest is due to several evils rising independently of one another. A band of feral Dejy, long cut off from other races, practices cannibalism. Their fierce barbarian warriors strike fear even into the elves, who avoid them. A cleric of the Creator of Strife, Mulator by name, has claimed a section of the woods and begun collecting giant spiders, stirges, and the few orcs remaining in the woods to his area. Lastly, the renegade herald Haraman, suspected of attempting to poison King Rapos II of Basir, has secluded himself in the forest to avoid capture yet remain in the country of his birth.

Dorlanisti favors peace, but he secretly favors declaring the nation independent as well. In order to do both, he has a secret congress of wizards, sorcerers and clerics working on powerful spells that will either erect impregnable barriers around the Edosi, remove it from this plane, or do something else to keep hostile humans out. It might take a hundred or two hundred years, but the wait will be worth it if it keeps his people alive.

Kalalali Forest: See the Young Kingdoms

Kalasali Woods: The sturdy inhabitants of this ancient wood nestled against the Ka'Asa Mountains provide most of the Imperial levy of light infantry. The northern edge of the forest situated between the fork of the Badato and Falikelopi rivers is known as Willowwood (Ep'Sarab Swampland) and its boggy stretches have an ominous reputation amongst the locals.

Kalokopeli Forest: See the Young Kingdoms

Obakasek Jungle: This inhospitable territory fans outward from the southwestern slopes of the Lopoliri Mountains down to the Kalamaran Sea. Rain is a daily occurrence and temperatures seldom drop below 95ºF. Goblinoid tribes inhabit the entire region and have adapted to the rigors of the jungle. Because the heat and humidity accelerate decay, bronze has never been supplanted by iron or steel as the latter metals tend to rust too easily. Few permanent structures exist, most buildings are flimsy huts designed merely to provide shelter from the rain. Fortifications are exclusively stone.

The typical warrior has at best a studded leather jack, a small wooden shield, and is bereft of headgear. Weaponry is usually a broad bladed shortsword, useful for clearing underbrush, and several barbed javelins. Certain tribes have also domesticated warm-blooded lizards and use them as steeds or hunting companions.

There are huge warm-blooded lizards with ferocious dispositions that hunt in this jungle. If, as rumor goes, these lizards can swallow an ogre whole, they would be terrible opponents indeed.

Paliba Woods: That a major river does not flow through the Paliba has spared it the woodsman's axe. Much game still exists despite generations of Kalamaran hunting, for this forest is quite large. Deep within the northern half, the forest is still quite virgin and a hunter is likely to become the hunted, due to the fearsome beasts that still prowl the interior. Elven communities still exist in the southern section, but they have actively avoided human contact for the past century.

Pipitul Woodlands: Situated at the convergence of Tokis, Pekal, O'Par, and Paru'Bor, and offering the only concealed crossing point of the E'Liral River, the minuscule Pipitul has assumed an importance vastly disproportionate to its size. A permanent garrison of veteran elven troops ensures that the forest is not used as a covert staging area for humanoid marauders in the employ of Tokis, yet they allow Pekalese raiders to pass.

P'Rudekela Forest: A smallish timberland lying on the Agateli River in the heart of Dodera. Some forestry is practiced on its perimeter and a few wood elves still live in the interior.

Rolutel Forest: This nondescript forest lying on the outskirts of Bet Kalamar became inhabited by humans long ago. Despite heavy logging, the woods are kept viable by replanting and the high replacement growth is sustained by the warm humid climate. Nonetheless, it exists without a soul, one only feels the hand of man when trekking through these woods. The flora is limited as a rapidly growing fir dominates. Little, if any, wildlife lives within this forest, having long ago been hunted down or driven away.

Ryakk Woods: This unusually large fold in the Kakapela Hills hosts a large hardwood forest of mysterious

temperament. Local clansmen fear entering its bourn after twilight as all sorts of queer things have occurred. Consequently, little is known of its denizens by this gazetteer.

MOUNTAIN RANGES

Ka'Asa Mountains: This active volcanic range is a scourge to all of eastern Kalamar. In addition to the noxious fumes lingering for miles beyond their bases, they are home to all sorts of giants and humanoids. Brave souls, however, regularly explore this area as it is reportedly rich in diamonds and other jewels.

The western slopes of the Ka'Asa mountains were home to the dwarven kingdom of Karasta that endured, even prospered, despite the perils encountered in this unforgiving terrain. A new enemy appeared some fifteen years ago, however, and changed all that. Emperor Kabori gazed enviously upon the dwarven wealth and determined to make it his own. Years of fighting proved fruitless despite the high caliber of the Kalamaran soldiers, for the stubborn dwarves were masters of their terrain and used it to their utmost advantage.

The Emperor began to supplement his men-at-arms with hobgoblin mercenaries and, in a political coup, managed to curry the favor of several fire giant chieftains. In exchange for their aid in driving the dwarves out of their fortress at Irontop, the giants and whatever allies they could muster would receive all the treasure they could carry away from the citadel. Thus ensued the Battle of Kadir Ridge.

Marshall Jevanik with a force of 2,000 infantrymen, 4,500 goblinoid mercenaries and scores of giants and ogres launched an all-out assault on the dwarven citadel of Irontop. After an exceedingly bloody five days, the dwarves and their gnomish allies were forced to abandon the fortress after sustaining losses of well over 1,500. The victorious Marshall Jevanik promptly turned upon his supposed giant allies and scattered the remnants of this bloodied force to the four winds. Despite the nearly complete decimation of the goblinoid expeditionary force, Jevanik's infantrymen had possession of the heart of the dwarven Kingdom. Reinforcements, predominantly hobgoblins, were quickly levied to supplement his occupying force.

Today, the Ka'Asas are in a state of utter disarray. The dwarves and gnomes have pulled back to reclusive camps from which they wage guerrilla warfare upon the forces of Emperor Kabori. The latter forces are never encountered in strength of under 100 strong, including a full score of human longbowmen. The footmen, both human and hobgoblin, wield halberds or pikes and are clad in unusually heavy armor, splint mail being most common. It is well they do, for it is not only the dwarves they must fear.

Karasta "Irontop", Refuge of Exiles Karasta is called the First Kingdom of the Seven Clans (among dwarves), or a Protectorate of the Kingdom of Kalamar (by the humans).

Population: Nearly 4,000 Kalamaran government officials, soldiers, and their families. Over 21,000 mountain dwarves live in the intricate system of caves, surface buildings, and mines that makes up the kingdom.

At a Glance: The small buildings and workshops visible from above ground represent only a tiny fraction of the city. Underground, the spacious caverns of the dwarves include samples of the magnificent stonework for which the dwarves are famous. Channels guide a river through the complex, and streams connect workstations, smelters, and forges. Locks and overflow sluices prevent flooding during the spring thaws and allow smooth transportation of goods directly from the mine to the various workmen in the city.

With its ancient tombs and dusty runed doors, the city's age is much more solid and tangible than that of an elven city, with its flowers and carved wood, or a human city of thrown-together bricks and mortar.

Government: Officially ruled by King Ungrum of the dwarves, Karasta is currently under the supervision of Duke Satira Mokira, a dark-skinned native of Tarisato. He hates dwarves and terrorizes the clan, taxing them ruthlessly and imposing no discipline on his men.

Ungrum bridles under this tyranny. He bears the humiliation Mokira heaps on him in the hopes of one day rebelling and restoring pride to his people.

Economy: The kingdom produces huge quantities of obsidian, iron, and the pockets of gold found there have been extraordinarily pure. When the kingdom was independent, gnomish glassmakers made works of art no longer seen on Tellene. The scattered artisans no longer have the materials or the opportunity to exercise their craft.

Above all else, however, the mines produce more diamonds than any other source known. The gems are polished locally and fetch a high price in markets in Bet Kalamar. Mokira manages to smuggle out a handful each year to sell in Zoa for his own gain.

Military: The dwarves are not allowed to field their own army, although some expatriates have joined the Kalamaran Imperial Army that "defends" the kingdom. The Imperial garrison includes over 600 heavy footmen (300 of which are hobgoblin infantry), 800 light infantry, and a company of 250 crossbowmen.

The dwarves have managed to retain a "police force" that includes a large number of veterans of the Battle of Kadir Ridge in 548 I.R.

Temples: The dwarves of Karasta attend temples such as the Halls of the Valiant, the Church of Life's Fire, The Hall of Oaths, and the Courts of Justice. The humans in the city prefer the Church of the Silver Mist, the Temple of

Armed Conflict, the House of Scorn, and the House of Shackles. The Champion of the Halls of the Valiant, Kuoro Jalek, remembers the Battle of Kadir Ridge well; he lost four sons there. He has said and done nothing in the presence of Mokira to alarm him, but Jalek is among the most ardent supporters of the inevitable rebellion.

Mages & Sages: Emperor Kabori appointed a wizard to assist in governing the Protectorate of Karasta. The latest appointee is Sir Etera Zem'Par, a useless hedonist who hides his ineptitude behind grand stories about slaying giants, raising mountains, and other nonsense. In a one-on-one battle, his choice of spells and tactical use presents an overwhelming onslaught, and only a fool would so engage him.

Underworld: Theft from other dwarves goes so strongly against their culture that stealing is virtually unheard of. Stealing from other races is a different story. Dwarven patriots steal from the human residents as a means of harassment. They freely murder their oppressors as well when they can get away with it.

Interesting Sites: An explorer could delve for years and not discover all of the places worth noting in Karasta. Irontop boasts underground lakes and rivers, waterfalls, fountains, and whirlpools.

Tombs of kings dead for 30 generations –*dwarven* generations– line the walls in hidden caves. Inscriptions ancient before the first Kalamarans wandered across the land bridge to the Alubelok Swamp still sit unread since their carving.

The Miner's Guild Hall contrasts starkly with the older parts of the city. Its design mirrors Kalamaran buildings in Tarisato and other places east of the Badato River. Chief Councilor Kurak leads the movement for a peaceful return to dwarven independence. In a brilliant ploy, he discovered a loophole in the laws of Kalamar that allows him to collect fees from the soldiers guarding the mines without giving any of them a vote in the Guild's activities. This enormous increase in the Guild's coffers adds weight to the words he speaks into the ears of other Guild leaders and the nobility in Bet Kalamar, which he visits as often as he can.

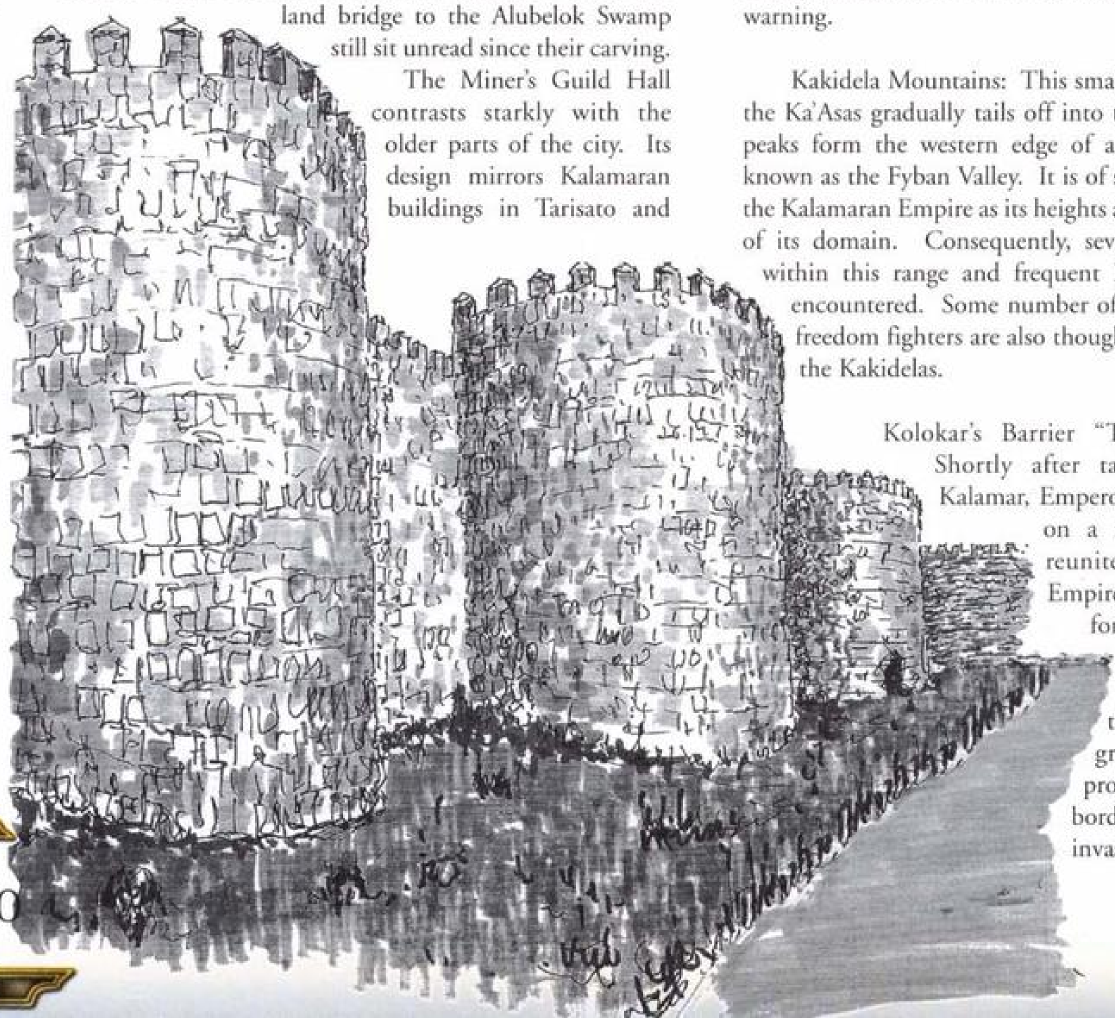
Special Notes: The dwarves sneak out as much mineral wealth as they can. One vein of precious ore has run out, but others are not reported so the dwarves can take their wealth for themselves. They use this gold to prepare for a rebellion; they hire assassins, buy mercenaries, and store weapons in Reanaarian cities and towns sympathetic to their cause.

Despite the riches taken from them, the mines are a source for constant headache for Kabori and his local representative Mokira. Mokira is no miner, and since dwarves and soldiers are often lost in cave-ins and other accidents, so the dwarves can easily explain away the disappearance of smugglers taking goods out of the city.

Magma River: From a volcano high in the Ka'Asa Mountains flows a continuous river of magma. This boiling molten stone river has flowed down each of the nearby valleys and is known to change direction with little warning.

Kakidela Mountains: This small northwestern spur of the Ka'Asas gradually tails off into the Shynako Hills. Its peaks form the western edge of a large sheltered valley known as the Fyban Valley. It is of strategic importance to the Kalamaran Empire as its heights anchor the eastern edge of its domain. Consequently, several keeps are located within this range and frequent Kalamaran patrols are encountered. Some number of dwarven refugees and freedom fighters are also thought to be hidden among the Kakidelas.

Kolokar's Barrier "The Empire's Edge": Shortly after taking the throne of Kalamar, Emperor Kolokar I embarked on a military campaign to reunite his deteriorating Empire. After hastily opting for peace with the Dejy and Fhokki barbarians, Kolokar ordered the construction of a great stone barrier to protect the northeastern border from a barbarian invasion.



Frequent assaults by barbarians and humanoids coupled with inclement weather added to the difficulty of the mammoth undertaking. When completed, Kolokar's Barrier stood 20 to 30 feet high, 15 to 20 feet wide and stretched some 400 miles. Watch towers were built (or existing fortifications expanded) every few hundred yards to house soldiers and provisions. Each tower had a cellar and some even had a dungeon or catacombs beneath the cellar. Kolokar did not live to see the completion of the barrier that stands as a monument to his troubled reign. The wall was completed under the supervision of regional lords from Paru'Bor and O'Par.

Today, Kolokar's Barrier is one of the most spectacular man-made wonders on Tellene. It is certainly Tellene's greatest example of human engineering and workmanship. Stretching from the Kakidelas to the Byth Mountains, Kolokar's Barrier connects the mountainous wall that separates eastern and central Tellene.

Like the Kalamaran Empire, much of Kolokar's Barrier has fallen into a state of disrepair. Large portions have crumbled or have been knocked down. Sections of the Barrier and the watch towers not controlled by Paru'Bor and O'Par are now controlled by Dejy and Fhokki barbarians. Paru'Bor controls and maintains a northern stretch of the Barrier and it has proved invaluable in defending against the frequent skirmishes with Shynabyth. Some abandoned towers are inhabited by humanoids or monsters.

Lopoliri Mountains: At first glance, this range would appear to be far gentler than her northern neighbors. The peaks are worn and rounded with age. A lush carpet of green adorns even the highest elevations. The temperature is moderate even at the highest points, as its southerly latitude moderates the usual chill at this elevation.

Beneath this facade lies a range which presents explorers with a grueling challenge. Hard rains are a daily occurrence and the resulting mud slides are every bit as dangerous as any avalanche. Most surface water is contaminated and unhealthy to drink. Although food is plentiful, the non-native will have grave difficulty distinguishing edibles from similar looking fruits which are toxic. Disease is also prevalent. In addition to these physical challenges, the range is home to a wide assortment of avian and reptilian predators.

P'Rorul Peaks: These great black basalt peaks form the eastern limits of the lands of Tarisato. The area is known for being rich with gemstones. Clans of mountain dwarves, hobgoblins and orcs dwell in isolated locales all hoping to find the cache of stones that will make them wealthy and powerful. Little open warfare occurs, as there is ample room between communities and the principal focus is mining. The topography is rugged and offers little else of value. Stone giants are also found in unusual numbers, as they like the stark, natural beauty undisturbed by habitation.

HILLS

Alufalik-P'Sapas Hills: These hills divided by the Badato River run from the Erasar'Kol Marsh south to the E'Korug River. Though well-endowed by nature with a gentle climate, the lurking threat of danger from the discord in the Ka'Asas has led to an exodus of the region's yeomen over the past twenty years. Those that remain have fortified their homes and do not travel alone or at night. The Emperor's troops are able to protect their mines and trade routes, but can do little to curtail the activity of the packs of gnoll brigands which operate in these hills.

Bisibopaki Hills: These hills are similar in all respects to the Lopoliri Mountains, save for their lesser height.

Kakapela Hills: These ancient hills form a passable breach between the Byth and Kakidela mountain ranges and have traditionally marked the boundary between the eastern and central areas of the continent. Duke Gadadik I of O'Par is not adverse to travelers crossing his terrain for they often have information of far greater value than the few coppers that might be extorted from them by a hostile patrol. The mineral-poor hills are sparsely populated owing to the widespread feeling of uneasiness which issues forth from the Ryakk Forest.

Kamarela Mounds: These picturesque little hills lie on the southwestern tip of Lake Eb'Sobet. Numerous halflings and a few gnomes dwell within. Though poor in mineral wealth, the land is most fertile, and the inhabitants are able to lead a very comfortable existence.

Katagas Rise: These hills flanking the western side of the Kakidela Mountains run from the Ridara River south to the Erasar'Kol Marsh. The portion north of the Doreba River is heavily fortified by Imperial troops as a state of war exists between Dodera and Tharggy.

P'Sapas Hills: See Alufalik Hills

P'Tikor Hills: This area comprises the eastern marches of Tarisato and exemplifies the worst aspects of this area. The population is mostly hobgoblins who have also repopulated several former human villages. The area is extremely dangerous since no central government exists. Warring factions maintain an uneasy truce amongst the villages, but rogue bands of thugs roam the countryside.

Ubikokeli Highlands: These gentle hills encompass most of Basir, spanning its entire breadth and running forty-five leagues south from their commencement in the

midst of the Edosi Forest. Large cave systems called the Grottos run for leagues under these limestone mounds.

The Grottos: An enormous natural cave system exists beneath the Ubikokeli Highlands. These underground warrens wind for hundreds of miles, with outlets to the surface near the Edosi Forest, at intermittent points throughout the highlands, as well as subsurface openings into the Straits of Svimohzia. Many of these tunnels run below the water table so access can be a problem, depending upon the time of year and whether or not it has been a wet year.

WETLANDS

Alubelok Swamp: This vast overgrown bog lying at the headwaters of the Ridara River is a predominantly evil place. Murky creeks, sheltered from the intrusion of daylight by gigantic ferns, flow aimlessly for leagues. Brigands skilled in plying small watercraft inhabit the fringes of this mire, as do several types of humanoids. The northwestern edge is fairly safe and used for rice growing, as Basiran patrols keep this area free of danger. Likewise, the Ridara River is kept safe for merchants traveling to and from the port city of Sobeteta. The gloomy inner recesses of Alubelok are avoided even by these fearless souls, as unspeakable horrors dwell herein.

Ep'Sarab Swampland: This gloomy bog, also known as Willowwood, is located in the Kalasali Woods where the Falikelopi River merges with the Badato. Nearly 20 leagues in breadth, its hidden recesses shelter a variety of dreadful beasts from lone shambling mounds to intelligent tribes of bullywugs. As long as the surrounding forest does not become inundated with these foul creatures, the Emperor shows little interest in patrolling the region as he already has too many troops tied down in the Ka'Asas.

Kolokar's Barrrier
...some abandoned towers are inhabited by humanoids or monsters...

Erasar'Kol Marsh: This dank area borders the Katagas Rise just south of the Doreba River. Although interspersed with occasional mesa-like dry areas, the Erasar'Kol is mostly a desolate, uninhabited territory. Several varieties of giant insects reside in these bogs.

Legesep Lowlands: This fen is located in central Tokis about forty-five leagues east of Bet Seder. Many bullywugs dwell within this region, but constant in-fighting has limited the potential menace they might pose to the surrounding farm communities.

Otekapu Fens: The E'Liral River fans out into a swampy delta as it nears the Elos Bay. This area is a "no man's land" lying between Pekal and Tokis. Constant skirmishing between the two forces has angered the native lizard men who have taken up arms against all intruders.

Udo Bog: A tiny area in southern Pekal nestled on the western tip of Lake Eb'Sobet where it meets the Kamarela Hills. The Udo is remarkable for pools of tar that bubble to the surface in several locations. While useful to shipwrights in its natural state, it is also the principal ingredient of flaming oil.

BODIES OF WATER

Lake Eb'Sobet: A deep lake in Pekal, its shores are dotted with several villages, as the waters offer a bounty of fish. The clear and pure water is thought to originate from several natural springs as no river flows in or out of this lake.

Elos Bay: Located in the heart of the realms, this long inlet of the Kalamaran Sea, is an extremely traveled body of water. The Brolador, E'Liral, and Ek'Ridar rivers all empty into the northern half of the bay, making it a key junction for those traveling to the interior of the continent. Several squadrons of Kalamaran warships are now harbored at Bet Seder in an attempt to establish dominance over these

important waters. The Tokite navy was merely on par with the small Pekalese fleet and therefore unable to accomplish more than occasional harassment of the shipping lanes in the past.

This strong naval presence has inhibited commerce, as the Kalamaran frigates attempt to board any vessels they encounter. Those vessels merely suspected of being in league with Pekal are either confiscated or sunk. A hefty bribe is usually the most positive assurance a Kalamaran admiral can have of a trader's loyalty to the Empire.

The strong Imperial presence has led to a substantial decrease in buccaneer activity in the area. The Imperial Manabela, a large well-armed war vessel in her own right, is typically encountered in groups of three or four, along with at least a half dozen fast escort cutters. These squadrons are an overwhelming match for all but a similarly outfitted force. They relish hunting down and summarily executing suspected pirates. The pirates have taken to smuggling as a primary occupation but Pekal has reportedly bribed their captains to conduct raids against the Tokite coastline.

Kalamaran Bay: This broad inlet of the Kalamaran Sea is perhaps the most traversed sealane in the realm owing to the fact that the Ridara, Badato, and E'Korug, and their river traffic, empty into this body of water. Its shallow depth moderates the rough ocean seas and permits barges to travel its entire length. Once a favorite stalking ground for pirates, the Kalamaran regimes have reacted by deploying aggressive squadrons of nimble patrol sloops. While no match for the heavily armed crew of a pirate ship, these spry little vessels can easily avoid being boarded. They usually sport specially built catapults that are capable of launching flaming oil flasks upwards of 100 yards. The usual tactic is to attempt to set the rigging of a hostile ship ablaze, effectively halting it, possibly burning it to the waterline, and also signaling any Kalamaran warship within the area. Barges have adopted similar weaponry. As a consequence, pirating has become too risky in this area, except for the most bold or desperate.

Kalamaran Sea: Located between Ahznomahn and Kalamaran Bay, this is a very busy waterway. Ahznomahnii and Ozhvinmishii merchants travel the northern sea-lanes en route to Bet Kalamar. Additionally, any merchants seeking trade in Tarisato or Reanaaria Bay must travel through these waters.

During monsoon season, the Kalamaran Sea is very dangerous as the seasonal storms make the surface exceedingly turbulent. It is not uncommon for the seasonal trade winds to become screaming typhoons and tidal waves. Few pirates venture into these waters for fear of Imperial retaliation, however, the southern sea lanes are haunted by many sharks and some larger predators as well.

RIVERS

Agateli River: This affluent of the mighty Ridara River flows through the hearts of both the Duchy of Dodera and the P'Rudekela Forest.

Badato River: This river is a heavily-traveled waterway in southern Kalamar. The Badato gives rise to the Ep'Sarab Swampland on its way down from the Ka'Asa Mountains. It is navigable from Bet Kalamar to Togeseta.

Doreba River: A tributary of the Ridara, this river flows west from the Kakidela Mountains, forming the border between Kalamar and Dodera.

E'Korug River: This river creates a natural border between Kalamar proper and Lands of Tarisato.

E'Liral River: This important river divides the just principalities of Pekal and Paru'Bor from Tokis and O'Par, respectively. As it is both broad and swift, no fords exist west of the city of Sobakaseta, save for one in the Pipitul Woodlands. Both banks there are diligently patrolled by elven troops.

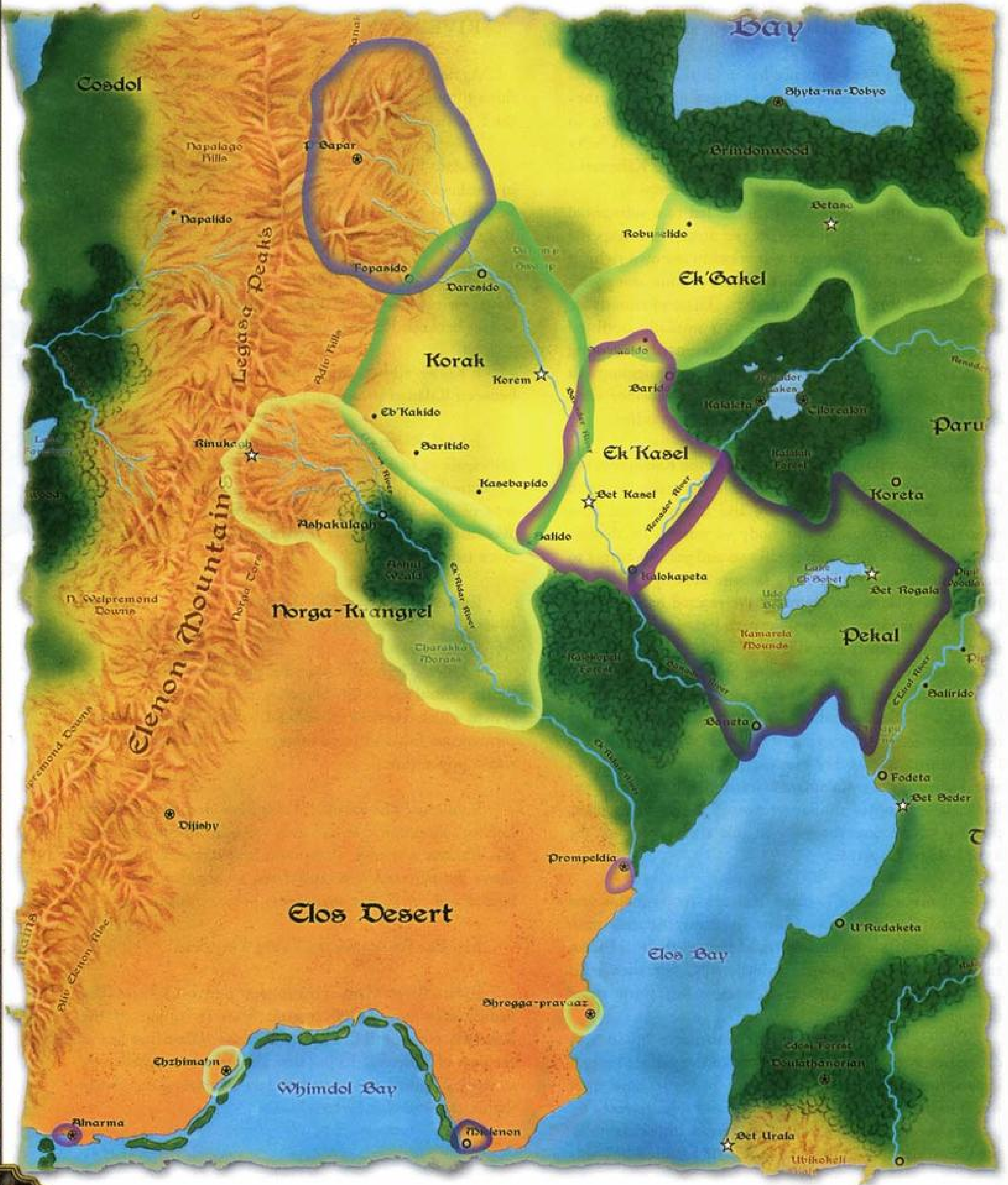
Falikelopi River: The northern fork of the Badato River, this river runs just north of the Alufalik Hills.

P'Lider/P'Lobas/P'Lokur Rivers: These rivers are the south, central and north branches, respectively, of the river system which drains the Obakasek Jungle. They teem with carnivorous fish and so consequently are little used by the native population.

Rainbow Falls: As the P'Lider River descends from the Lopoliri Mountains, it suddenly cascades steeply, forming this 400 feet waterfall. A rainbow is always seen in the sky above the falls and it is considered a blessed place in this land of evil. A Ki-Rin supposedly protects this locale.

Renador River: See the Young Kingdoms

Ridara River: This is the longest river on Tellene. The Ridara runs nearly 300 leagues from its origin in the Kakapela Hills until it empties into the Kalamaran Sea at the port of Sobeteta. Its last fifty leagues are navigable only to shallow-hulled craft as the Ridara becomes quite shoaly within the Alubelok Swamp locale.


Bay
Cosdol
Shyta-na-Dobyo
Brindonwood
Napalago Hills
Dapar
Napalido
Legasa Peaks
Betaso
Robuselido
Topasido
Daresido
Ek'Gakel
Korak
Korem
Barik
Kalaleta
Tiforeaton
Paru
Eb'Kakido
Saritido
Ek'Kasel
Rinukeagh
Kasebapido
Bet Kasel
Koreta
Ashakulagh
Salido
Kalokapeta
Bet Rogala
N. Welpremond Downs
Norga-Krangrel
Kamarela Mounds
Pekal
Elenon Mountains
Salirido
Fodeta
Bet Seder
Dijishy
Prompeldia
Elos Desert
U'Rudaketa
Elos Bay
Shrogga-pravaaz
Ehzhimahn
Whimdol Bay
Alnarma
Milenon
Bet Urala
Ubikokeli

Chapter 4

The Young Kingdoms

While the rest of the human races were still tribal societies, Brandobia was establishing itself as a true empire. For over 400 years they dominated all land west of the Legasa Mountains. The civilized Brandobians saw no need to explore east over the Legasas, an area they considered a wasteland, full of mindless savages and worthless to the Brandobian Empire. Two decades into the reign of King Andovel, he found a use for the strange lands to the east.

King Andovel wisely began to fear his ambitious nephew, Voleln. To quench Voleln's lust for power and remove him as a threat to the crown, Andovel decided to grant Voleln all land east of the Legasa Peaks. The solution was perfect; the lad could rule these worthless and uncharted wastelands as his own in the name of the Brandobian Empire.

So it came to pass that Voleln led an army of men across the Legasas. His legions, armed with several millennia of elvish strategy, bested and enslaved many of the peaceful Dejy tribes they encountered. Other tribes were simply driven out of the area. From the enslaved Dejy, the Brandobians learned to tame and herd cattle and they brought them along with their armies.

Voleln's army successfully conquered the land east to the Renador River and the Hadaf Highlands. This area Voleln claimed for Brandobia. He named it the Eastern Brandobian Empire and crowned himself Voleln I.

The Brandobians built roads, towns and traded with the various Dejy and demi-humans of the area. The peace ended upon Voleln's death and the coronation of Emperor Voleln II.

Voleln II, it seems, inherited his father's ambition. He immediately tried to expand the empire further northeast, into the Hadaf Hills. Once Voleln and his exploratory military units entered the highlands, they encountered new tribes of elves and dwarves. He immediately tried to conquer the demi-humans, but the Brandobians were soundly defeated.

The dwarves went about their business as before, but the elves offered to trade goods with the Brandobians despite their recent warfare. Still embarrassed by the military loss, Voleln refused. His pride and greed caused him to secretly plan another attack.

While Voleln and his generals planned for renewed warfare against the demi-humans, armies of hobgoblins marched forth from the Ashul Weald and goblins streamed down from the Brindonwood. The humans were unprepared and their combat techniques were inadequate for fighting superior numbers in the open plains. The humanoids swept through the fledgling empire, crushing all who dared stand before them. Many Brandobians were slain or enslaved.* The rest fled before the humanoid onslaught.

The hobgoblins claimed the land for the benefit of their king and their goblinoid cousins. They established a kingdom in the central plains region, generally known as the Kingdom of Krangi, or more properly, the Krangi Empire of the Central Plains. Not all were equal in this new kingdom; the goblins held an inferior place in the social strata, just above that of the enslaved humans and demi-humans.

The goblins did not enjoy their new role as slaves to the hobgoblins. Productivity rapidly declined and the humanoid kingdom disintegrated after the mighty hobgoblin king, Kruk-Ma-Kali, was assassinated. The previously united hobgoblin tribes warred with one another, each tribal chief trying to put himself on the throne. During this civil war, roving bands of Dejy and groups of elves, dwarves and halflings continuously assaulted the humanoids. The scattered Brandobians reorganized and helped drive the hobgoblins south to what is now Norga-Krangrel.

The Brandobians learned a great deal during that time of crisis. They began to use mounted troops, a practice they learned from the Dejy tribesmen. They also became skilled

** Several corroborative texts on the Krangi Empire of the Central Plains teach us that Voleln himself was captured and held captive by the hobgoblin invaders. The more detailed accountings tell of Voleln's final years as an unwilling jester in the royal court of Kruk-Ma-Kali, the mighty hobgoblin king. At least one text claims that Voleln continued his service of Kruk-Ma-Kali even after death.*

at breeding cattle and growing crops. The Brandobians set up another kingdom in the central plains and rebuilt the Eastern Brandobian Empire. Shortly thereafter, emissaries of Fulakar of Kalamar arrived, requesting that the Eastern Brandobian Empire unconditionally submit to the will of the Kalamarans or forever be destroyed. Voleln III, Voleln II's only son and Emperor of Eastern Brandobia, refused to bow before these outsiders. A mere three months passed before the head of Voleln III decorated the western gate of P'Bapar and Fulakar's army stood poised to march to the Brandobian Ocean.

Fulakar the Conqueror claimed the lands and they became the newest part of the Kalamaran Empire. A generation later, Emperor Kolokar divided the lands into separate kingdoms and duchies. These new nations came to be known as the 'Young Kingdoms.' They were self-governed but remained part of the Empire, much like Tokis and Basir are today. Eventually, one by one, the Young Kingdoms gained their independence and today each of them is ruled independently.

Free State of Ek'Gakel

Ek'Gakel (population 602,000) is bordered by the Brindonwood on the north, Ek'Kasel and the Kalalali Forest to the south, P'Bapar in the west, and Paru'Bor to the east. Dejy tribesman inhabit and control much of the land outside of the cities and towns, but Ek'Gakel claims control of those areas anyway.

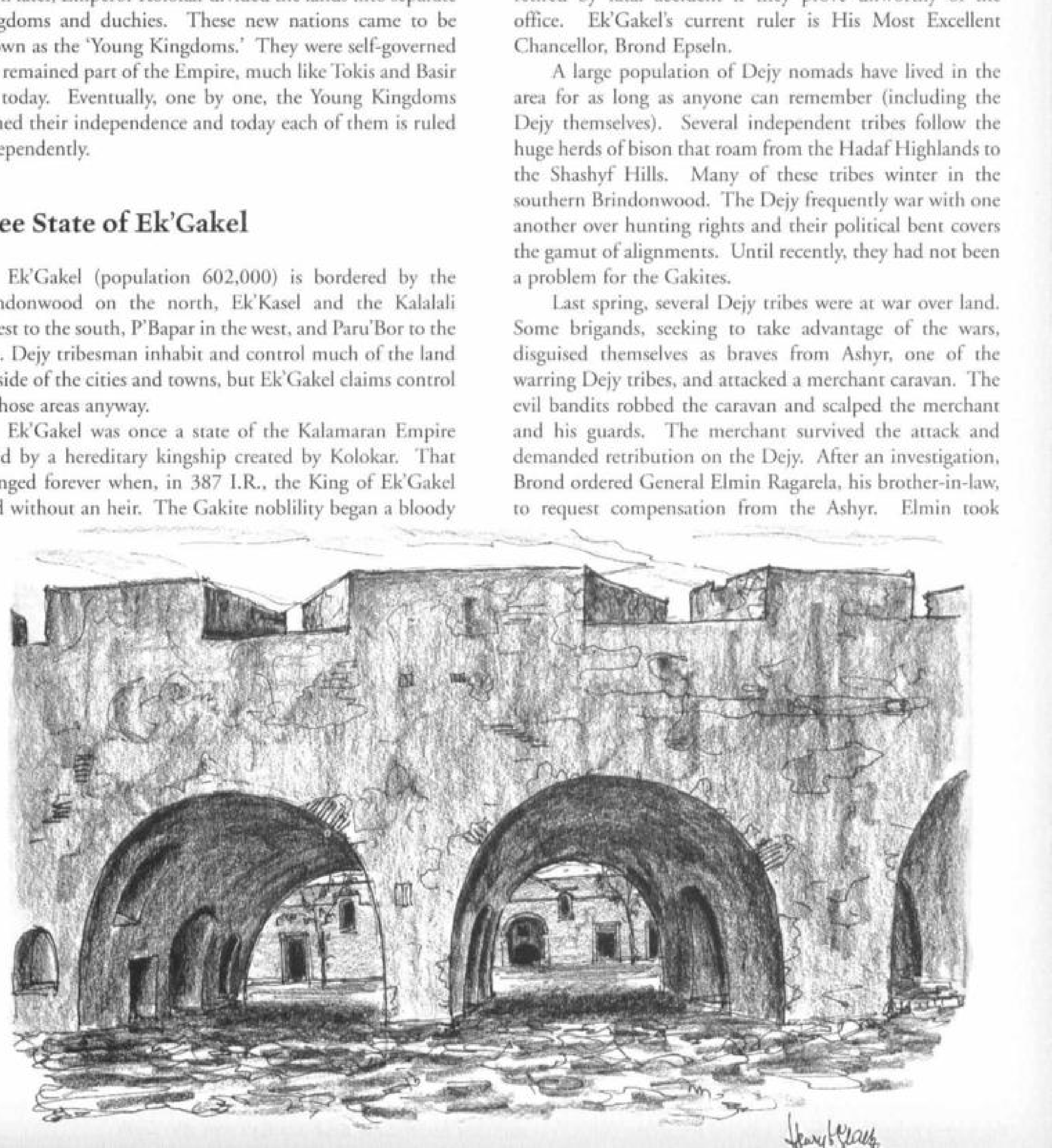
Ek'Gakel was once a state of the Kalamaran Empire ruled by a hereditary kingship created by Kolokar. That changed forever when, in 387 I.R., the King of Ek'Gakel died without an heir. The Gakite noblility began a bloody war for the vacant throne. After three years of warfare, the throne still sat vacant. Evenly matched, no noble house could claim victory and crown a leader.

Meanwhile, the wealthy merchants were hiring mercenaries and arming the masses. Weakened by their own infighting, the nobility were easily defeated. The commoners executed or banished all of the Gakite lords. Kingless and free of nobility, the country declared itself a free state and chose a leader from the masses. They created the lifelong office of Chancellor and held a general election.

When the Chancellor dies or otherwise becomes unable to do his job, the merchants hold a general election and a new leader is elected for life. Some Chancellors are retired by fatal accident if they prove unworthy of the office. Ek'Gakel's current ruler is His Most Excellent Chancellor, Brond Epseln.

A large population of Dejy nomads have lived in the area for as long as anyone can remember (including the Dejy themselves). Several independent tribes follow the huge herds of bison that roam from the Hadaf Highlands to the Shashyf Hills. Many of these tribes winter in the southern Brindonwood. The Dejy frequently war with one another over hunting rights and their political bent covers the gamut of alignments. Until recently, they had not been a problem for the Gakites.

Last spring, several Dejy tribes were at war over land. Some brigands, seeking to take advantage of the wars, disguised themselves as braves from Ashyr, one of the warring Dejy tribes, and attacked a merchant caravan. The evil bandits robbed the caravan and scalped the merchant and his guards. The merchant survived the attack and demanded retribution on the Dejy. After an investigation, Brond ordered General Elmin Ragarela, his brother-in-law, to request compensation from the Ashyr. Elmin took



matters into his own hands. He attacked the Dejy, but in his incompetence he assaulted and butchered members of the Defohy, a peaceful tribe. In response, angry Defohy warriors attacked two Gakite patrols. Elmin then ordered his troops to attack all Dejy on sight, regardless of tribe.

Today, Ek'Gakel is in complete disarray. Gakite patrols attack all Dejy on sight, while roving bands of Dejy braves attack each other, as well as any Gakite military units. This has made the once-safe country very unhealthy for travelers and merchants. Before the Dejy Wars, much of the military was consigned to keeping the southern edge of the Brindonwood free from orcs. Because they now patrol for Dejy, the orc numbers in the Brindonwood are growing at an alarming rate and the southern Brindonwood has become unsafe for merchants. As a result, Shyta-na-Dobyo wine prices have soared throughout the Young Kingdoms.

Brond has been receiving requests from King Joto of Shynabyth, apparently regarding an alliance. Brond, however, has his hands full at home and has little time to think about external politics. The recent economic hardships brought on by the Dejy conflict and the resulting decrease of taxable trade have caused Ek'Gakel's economy to sour.

Due to the ailing economy, Brond has refused to pay his annual tithe to Korak. General Garnak threatened to, "personally shake the money from Brond's fat, yellow hide." To this, Brond responded with, "the bogeyman and children's stories of Norga-Krangrel and the evil hobgoblins no longer control the purse strings of Ek'Gakel. We have real concerns here. If you pay a tribute to *us*, we will gladly protect *you* from the mad Dejy."

Many cattle ranchers and shepherds call Ek'Gakel's open countryside home. The wool market in this northern country is strong and clothiers are second in number only to wine merchants. The merchants of Ek'Gakel trade freely with those of Shyta-na-Dobyo, P'Bapar, Ek'Kasel and the elves of the Kalalali.

Gakites tolerate most other races, and there is a large population of halfling tailors and farmers. The Church of the Life's Fire, House of Solace and the Founder's Creation are popular temples among the Gakites. The Laugher has a large following here as well, but the Chancellor does not officially recognize the holiday celebrations. The military of Ek'Gakel numbers around 1,500 of mostly light and heavy infantry, the former making up almost two-thirds of the army. There are 1,500 cavalry and 200 volunteer halfling slingers.

Betasa, Capital of Ek'Gakel

Population: 11,400 humans of an unhappy mix of every race imaginable. Demihumans are strangely welcome by the humans and include elves, gnomes, and halflings. A couple of clans of dwarves also live here.

At a Glance: Many folk in the city walk about visibly armed, and they eye strangers suspiciously, especially those of obvious Dejy blood. Local authorities stop visitors often, and those who attract attention to themselves find that a group of soldiers might question them as well. The city is on the northern reaches of the civilized countries, and the people have a frontier roughness and independence. Betasans scorn pretentiousness, and those afraid to get dirty will earn ridicule before they earn any coin.

Government: Ruling the capital city directly is one of the many duties of Ek'Gakel's Chancellor. Brond Epseln is still able to govern the city, but anything outside the city borders on anarchy. Dejy brigandage has slowed trade, including the influx of wine from Shyta-na-Dobyo. They have also forced the Gakite military to adopt new tactics against their small roving bands. This dispersal of soldiers has reduced the army's effectiveness against external threats, which has attracted the interest of the orcish tribes from the Brindonwood and various humanoid threats in the DuKem'p Swamp on the western border.

Brond has a staff of eleven magistrates who oversee all civil and criminal matters. He commands a sheriff, half a dozen tax collectors, and the General of the Army (his brother-in-law Elmin Ragarela, who actually quarters in Robuselido with his command staff).

Economy: Shyta-na-Dobyo's wines move into and through the city, although the flow has been disrupted lately. Other trade consists of small cargoes of food (the local apples are popular exports to Pekal and Tharggy), vellum, wool and leather from vast herds in the north and west, and native wines sent to P'Bapar for trade with Brandobia.

Any sort of raw mineral ore is welcome, especially tin for household tools, gold and silver (people hoard these metals since the faith in the value of money is falling with the strength of the government), and steel for weapons and armor. Trade goes primarily south to the Renador river and the ports along it or west by long overland route to P'Bapar.

Betasa creates the finest wood carvings attributed to human craftsmen. If done under proper conditions, these wood carvings are said to be blessed by The Laugher. Folklore says that a Gakite carving relieves all lasting effects of alcohol when placed under one's bed. People attribute this property to the blessing of The Laugher.

Military: In order to deal with the guerrilla tactics of the Dejy, Elmin has divided most of his army into smaller groups, some no larger than platoons. The independence granted to these minor leaders is both good and bad. On one hand, they learn to develop tactics they would never get a chance to implement themselves. The army is developing a strong backbone of veteran platoon leaders. On the other hand, the reduced central authority has allowed some groups to desert or even turn to banditry.

Elmin is not a bad general, but he is impetuous and

reluctant to admit error. His second-in-command, Charan, is a rugged outdoorsman with a thick accent and expressive eyes. Charan is highly regarded both by Elmin and by the soldiers, and he promises to bring higher morale and better political acumen when—if—his turn to lead the army comes.

The rising number of orcs in the Brindonwood is causing more merchants from Shyta-na-Dobyo to seek mercenary groups, and they seek them here in Betasa. At any given time, two or three mercenary bands several dozen strong are in the city hoping to find employment. Those bands not recruited by the wine merchants often end up taking a short mission from the Gakite army or one of the countless Dejy tribes.

Temples: The city has busy temples to the Church of the Life's Fire, the House of Solace, and the Order of the Passionate One. Pilgrims may find smaller temples of the Knight of the Gods, the Pure One, the Landlord, and one tiny shrine to the Seller of Souls that Epseln keeps destroying, only to see it reappear in another part of town.

A Dejy tribesman lives as a guest of the Mediator of the House of Solace. Thekevi, known among his own people as "the Sleeping Bear" advocates peace between the Gakites and his own people. He does not threaten the people of Betasa, but his presence in the city is actually a final effort to end aggression against the Dejy voluntarily. His tribe, the wronged Defohy, is planning a full-scale attack, precipitated by appealing to the Mother of the Elements to destroy Ek'Gakel's northern fields, herds, and villages with a gale wind. The tribe's cleric is a Priest of the Air Corner and has already been granted the necessary spells.

Mages & Sages: Funari of the Golden Cloth is a former cleric of the Mule who now studies the intermingling of peoples. Here, where Brandobians, Dejy, Kalamarans, and non-humans from different places mix, he has found enough material for the rest of his life. Funari writes notes constantly, but he never finishes a book. He knows legends about famous heroes and tribesmen from throughout the Young Kingdoms.

Jaresh is a wizard known throughout the city for his knowledge of magical items. To supplement his income as a city official (he polices the local guilds and ensures they comply with the law), he identifies items for a fee. The fee ranges from 100 gp to over 1,000 gp, depending on the power of the item. Since he laboriously records the results of all of his divinations in one of several large books, he sometimes discovers an item he has already identified for a previous owner. If Jaresh suspects the owner came upon the item by violence or theft, he reports it to the authorities as soon as possible.

Underworld: The thieves' guild of Betasa has grown since the Dejy Wars began, but Epseln still keeps a tight reign on his own city and tirelessly hammers away at crime. Guildmaster Meno has tried to extend his rights as far as possible, but he is hampered by a restrictive charter that requires him to get approval from six Senior Guildmembers before taking any major actions.

Meno would like to start a new guild if he could only find two dozen bold and loyal thieves. He works with both new recruits and secretly meets with freelancers in the city, looking for the core of his new guild.

Interesting Sites: Despite the animosity between the human races, none dares interfere with the Sacred Grove of Nunatash, the Father of the Defohy. This copse of trees stands within sight of the city's walls. Nunatash preferred to walk among this grove - already ancient hundreds of years ago - to ponder a problem. One day he walked in and never returned. Other folks say they feel alien and unwelcome in the woods, no matter how long they or their people have lived there.

Inside the city a pile of ancient war engines points inward, long overrun with vines and grass. These wheeled catapults sat unused and rotted in a field outside of the city until the city grew to overtake them. Now these machines are the favorite roosting place of flocks of blackbirds, and the only fighting done around them is between the blackbirds and meddling jays.

Special Notes: Betasa is a pressure cooker. Thekevi's presence in some ways might actually aggravate the problem because his eternal calm and solemnity downplay the anger the Dejy hold for the Gakites. The Defohy, although small in number, have plentiful allies in the other Dejy, who see their own future in the Gakite treatment of one of their own. Thousands of Dejy are prepared to rise in arms if the persecution does not stop (they do not yet see the situation as a war).

Sisalasido

Population: 3,600 humans of various descent, plus some halfling families.

At a Glance: Swine and goats outnumber the people in this squalid town five to one. The town is a rural center, with little wealth and no military value.

Government: The town has only a nominal mayor with few real duties. The position is hotly contested, though, because it carries a healthy salary through an old law set down by the Brandobians. Normally, a younger son not due to inherit anything is appointed reeve as a political concession by the Chancellor. The present mayor is "Lord" Korasela, an inept bastard son of a prominent wine merchant sent away to avoid embarrassment in Betasa.

Economy: The town is barely self-sufficient and produces little surplus. Korasela soaks up most of the town's coins in taxes, leaving little for purchase from the overland caravans that pass through from P'Bapar and Korem on their way to Betasa and Bet Regor. Fortunately, the caravan drivers enjoy the town's safety and are willing to barter with the townsfolk.

Military: Aside from its token militia, an unwilling garrison of 40 men and one unmotivated leader, Sisalasido must rely on swift help from its neighbors for protection.

Temples: The Church of the Life's Fire, the House of Solace, and the Halls of the Valiant have temples in Sisalasido. The three are at peace and work together well. Only the Halls of the Valiant has any particular cause to stand out: the paladin Thayer Zono.

Mages & Sages: The town has no worthy wizards, but a hedge wizard named Nethanem prepares herbal balms and assists as he can with local chores. Nethanem attended the famous College of Magic in Pekal, where he dropped out from lack of funds after one year. His travels and his "college days" provide him with enough entertaining stories to make him one of the more colorful personalities in the town.

Underworld: The underworld includes a single rogue whose main claim to fame is starting fights she cannot handle. Nalen Sayn is a sarcastic, bitter woman strong as a soldier and tougher than his warhorse. She likes her fights in public places where more people can join in the fun. Her fondness for taking on multiple opponents is what causes her to lose, because there are few people in the town who she cannot take on one at a time.

Interesting Sites: The town's well is a place for gossip in the early morning, since most of the folk gather there, regardless of wealth or status. Strangely, they avoid the place at night because the wind echoes in the stone walls and the well emits a ghostly moan. The townsfolk used to cover it at night, but they found that the cover often came off in the middle of the night and the howling that night was twice as bad.

Special Notes: The city's elders are beginning to fear Thayer Zono, who has been speaking words like "freedom" and "unification". In the wake of the chaos of the Dejy Wars, the people are hungry for a strong leader. Two years ago, the paladin and his followers fought off a regiment of soldiers from Ek'Kasel who tried to enforce that nation's sometime claim to Sisalasido, and the battle took place within sight of the town.

Kingdom of Ek'Kasel

Ek'Kasel (population 412,500) is a small kingdom bordered by Pekal and the Kalalali Forest to the east, Ek'Gakel to the north, Korak to the west and Norga-Krangrel to the southwest. Ek'Kasel was the last of the Young Kingdoms to declare its independence from Kalamar. In reality, Ek'Kasel never fully seceded from Kalamar. They claimed their independence, but Kalamar secretly supplies arms and horses to help Ek'Kasel in its wars with Norga-Krangrel. On the throne in Bet Kasel, the capital, is King Erasar II, a distant cousin of the Emperor. The two keep in close contact and it is rumored that if Korak can be persuaded to help, Erasar will reunite the Young Kingdoms and pledge them to Kalamar.

As might be expected, Ek'Kasel and Korak are close allies. Through joint efforts, they put down three enormous hobgoblin attacks. Without Korak and Ek'Kasel, these advances would have surely overrun the other Young Kingdoms. Lately, the hobgoblin assaults have been less frequent. Erasar fears the hobgoblins are amassing their strength for a major offensive.

The people of Ek'Kasel have become accustomed to the constant state of war. Upon reaching fifteen years of age, every male enters the military to serve a minimum of three years before re-joining society. The Kasite army numbers over 2,200 mixed infantry and cavalry.

Women also serve a vital role in Ek'Kasel society. They have taken the responsibility of tending to the crops and livestock. Nearly all Ek'Kasel food is produced by women. As might be expected, Ek'Kasel is home to many widows of war. Many childless women enter the medical or alchemical fields. Women hold many offices within the local governments and in the business district.

Ek'Kasel claims the northwest quarter of the Kalokopeli Forest. From the rare herbs and mosses that flourish within this ancient wood, the Kasite herbalists develop a salve that allows wounds to heal at twice their normal rate. Additionally, Kasite alchemists have a treatment for wood that petrifies it as hard as stone, so Ek'Kasel is renowned for siege equipment of superior quality.

Most human and demi-human races and religions are tolerated in Ek'Kasel. The Temple of Armed Conflict and the Way of the Berserk have tremendous followings within Ek'Kasel. The Founder's Creation, the Halls of the Valiant, the Hall of Oaths and the Church of the Life's Fire also have a sizable number of worshippers. The Vicelord has a considerable underground following here as well.

Bet Kasel

Population: 10,300 of mixed Brandobian, Kalamaran and Dejy heritage. A handful of elves and halflings live in the city; more visit than stay.

At a Glance: The city looks like it could have come straight from central Kalamar. Its white stone buildings and clean streets show little of the dust and weeds that cover other Banader River Valley cities and towns. Stout stone walls encircle the city, allowing merchants to enter from the south, the north, and the southwest. The walls bear the outline of humanoid forms on the exterior, and the outlines seem to move at sunset, especially during the winter solstice.

Government: King Eresar II rules diligently and organizes his government like an army. The organization allows senior officials to imprison or execute people who fail to perform their job well, allows for smooth communica-

tion with the army, and systemizes promotion, training, and even retirement. The result is the smoothest administration in the Young Kingdoms.

The King's son, Ferasol, does not wish a return to Kalamarn rule. He has expressed his view to his father but failed to convince the King to change his plans. Ferasol refuses to do anything so base as to try to usurp or murder his father. Instead, he plans to wait patiently until it is his turn to rule, hoping that he will still have a kingdom he can call his own when that happens.

Economy: The Banader River and the trade goods that flow down it are the biggest impact on Bet Kasel's economy. The College of Alchemy requires a great deal of glass and pottery in addition to a wide variety of exotic tools and materials. Elves and halfling traders from the Kalokopeli Forest bring their own crafts and artworks for trade. In turn, the non-humans purchase goods from P'Bapar, especially vellum and silver.

Military: Bet Kasel's military is based on the Kalamaran model, although the soldiers lack Kalamaran discipline and ruthlessness. The core of the army is a combination of 800 powerful infantry (breastplate, longsword and tower shield) and 600 crushing heavy infantry (full plate, longsword, flail, and shield). Supplementing their army are 200 crossbowmen in studded leather armor, who hide behind mantlets in the field. Each crossbowman has a shield bearer who carries the mantlet and additional bolts.

These "woodbacks," as the crossbowmen call them, are the unsung heroes of the army. They are unarmored youths who aspire to be infantrymen or crossbowmen. Those who can afford them carry swords, but others defend themselves with hand axes or even clubs. The woodbacks have saved the skins of their seniors time and again when raging barbarian hobgoblins shrug off a hail of bolts and close to hand-to-hand combat with the archers.

Temples: The Way of the Berserk is very popular. Other common faiths include the Founder's Creation, the Halls of the Valiant, the Hall of Oaths, the Fraternal order of Aptitude and the Church of the Life's Fire. The Vicelord has a great number of secret followers in Bet Kasel also.

The largest and dominant faith in Bet Kasel is the worship of the Old Man. General Barata Nemetis, forty years old and veteran of every major war in the area, has trained thousands of soldiers in his temple's yards. The temple grounds include enough wrestling mats, practice dummies, and wooden weapons for 200 trainees at a time. Since Barata has a vested interest in the war continuing, he constantly argues for preemptive actions against Norga-Krangrel.

Mages & Sages: Wizards in Bet Kasel tend to be sedentary researchers due to the presence of the College of Alchemy, the largest such place on Tellene. They dress as common scholars, wishing to make themselves as unnoticeable as possible.

Semitiri is a good example. Locals primarily know this dull-looking man for his yardwork; his neighbors constantly comment on how colorful his roses are and how full his cantaloupes are. Semitiri is a senior instructor in the College and experiments with his own products in his garden.

Sorcerers in Bet Kasel are a radically different bunch. Mercenaries, youths in search of some action and soldiers with the right talent all know the value of a *fireball* on the battlefield. The sorcerers in Bet Kasel, even more so than others of their class, seem to choose evocations for their primary spells. Lahana is representative; she carries *lightning bolts* in wands, scrolls, and wondrous items. She has a reputation for making sure that enemy commanders are at least "lit up" for archery, if not killed outright.

Underworld: Bet Kasel has not had a thieves' guild since Queen Jada broke the stranglehold the Gilded Knives had on smuggling, theft, and burglary in 545 I.R. She crushed the Guild after they stole her crown during a celebration in which the queen was in view of the whole city. The military stormed the city's poor section, putting thieves, robbers, and even beggars to the sword. Jada covered her royal garments with blood that night and summoned the city together at dawn to witness the return of her crown. That image, her golden crown nestled on hair matted and sticky with blood, while some hundred bodies swung from ropes in the background, has remained a powerful message to criminals in Bet Kasel.

Several known freelancers operate in the city. They take care to be neither too successful nor too close to any other thieves. Most thieves steal as a sideline to a normal craft or skill that they can turn to when they fear they have earned too much attention.

Interesting Sites: The College of Alchemy looks innocuous enough from the outside. It appears as a normal shop in which people may enter and purchase certain exotic materials. Customers can find sunrods, tindertwigs, smokesticks, alchemist's fire, tanglefoot bags, and thunderstones. If they are known members of the College, they may also enter through a secret door and make use of the College's full libraries, tutors, and underground laboratories.

Any new alchemical concoctions to appear on Tellene likely come from the College and its students. The alchemists constantly endeavor to create new and useful items.

Special Notes: In many ways, Bet Kasel is one of the safest places for characters to visit or live. Thieves are rare, and the army defends the city well against monsters, and the College of Alchemy is safe behind thick stone and earth.

Militocracy of Korak

To the south of P'Bapar and the west of Ek'Kasel lies the Militocracy of Korak (population 670,000). The first Archduke of P'Bapar consulted with the Koraki general before seceding and even contracted his help should Kalamar retaliate militarily. Korak followed P'Bapar by seceding one month later. Korak's current leader is General Alere Garnak.

Korak is a country constantly at war. In Korak reside the descendants of those who pushed the hobgoblins back to where they are now—and keep them there. Without Korak as a buffer, the Young Kingdoms would have fallen to the hobgoblins centuries ago. Every general who assumes the Koraki command swears an oath of office: "Never surrender, whatever the cost."

This great war with Norga-Krangrel is not fought without the help of the rest of the Young Kingdoms. Every spring, P'Bapar sends 200 soldiers to help fight the hobgoblins and every winter Korak sends officers to help train their soldiers. Ek'Gakel sends an annual tithe and the dwarven kingdom in the Legasas sends weaponsmiths and armorers to Korak.

Over the last five years, the standing army of Korak has been slowly increasing due to the infrequency of Krangi raids. General Garnak believes the hobgoblins are preparing for an assault of Kalamaran proportions. He had better be right, for the cost of maintaining such a huge standing army is breaking the financial back of Korak. General Garnak has already borrowed from Ek'Kasel and the country's economic future is uncertain. To make matters worse, Chancellor Epseln has withdrawn all Gakite support from Korak.

The Temple of Armed Conflict and the Way of the Berserk are very popular here. The Founder's Creation, the Fraternal Order of Aptitude and the Church of the Life's Fire are also common in Korak. Humans and demi-humans are prevalent in the cities of Korak, but those with humanoid blood are openly persecuted.

The standing army of Korak is immense. Heavy infantry number near 4,500, crossbowmen around 300 and cavalry number around 1,400. During campaign season, when troops arrive from P'Bapar, these numbers increase.

Korem, the City of Swords

Population: 10,400. The people are a mixture of Brandobians, curious Kalamarans and Dejy.

At a Glance: More than most cities, Korem resembles a fortress rather than a social center. The city's walls are not only tall (15 feet), their stone tops are covered by wooden roofs to fully protect the soldiers who defend them. Machicolations, arrow slits, and pots of oil stand ready for action. One cramped gate facing the Banader River allows wheeled and foot traffic into the city. This gate is packed from dawn to dusk with traffic struggling to enter or exit to conduct business inside the city.

To avoid the traffic, merchants have begun to hawk their wares along the wide path that leads to the river, selling to the people awaiting entry into the city. Craftsmen, artisans, and beggars throng around the gates, creating a second market area distant from the official grounds inside the walls.

Government: General Alere does not run Korem without aid. He relies on assistance from a subdued Council of Six, hand picked by the general himself. The Six are the Ministers of Finance, State, Trade, Justice, Faith, and finally the Minister of the Land. The councillors are all technically equal, except the minister of finance has the duty to open and close official meetings and his vote breaks ties.

The current Minister of Finance is a dwarven penny-pincher named Blim with open ties to the Golden Alliance and secret allegiance to the Courts of Inequity. Blim's wealth is unknown, but is reputed to be beyond counting. In fact, he seemingly harmed his reputation for stinginess by loaning the nation funds for recent military operations out of his own coffers. The General, unable to pay these loans back as fast as he can take them out, is afraid that the country will default on these loans and the nation's economy will collapse. Nothing could please Blim more; he plans to disappear with millions of Korak's gold and leave a huge power vacuum in the Young Kingdoms should the worst come to pass.

Economy: The economy of Korem has been both stimulated and harmed by the wars. Because the rest of the Young Kingdoms send soldiers and supplies to Korak, the city's merchants are able to make contacts with other places easily, and Korem has grown into a respectable trade center. On the other hand, humanoid raiders destroy caravans they find, and if the same merchant loses too many caravans, he might be ruined.

A recent platinum mine in the western Adivs temporarily assuaged the juggernaut of military expenditures. Unfortunately, the vein was small, and desperate (and costly) attempts to find another profitable mine might soon reverse the brief gain.

Korem produces and even exports fine weapons, armor, and shields. A number of expert smiths produce masterwork arms and armor here; warriors and others who live by their weapons say Korem's swords are the finest in the world. Merchants take these swords everywhere, from the Voldors to Dynaj.

Military: The standing military of Korem is relatively light, and their duty is to protect the city and the citizens from monsters and humanoids (and not a few human outlaws) in the DuKem'p Swamp. The General rarely calls upon them to defend the city from the south because of the formidable garrisons between the capital and Norgra-Krangrel at Eb'Kakido, Sarilido and Kasebapido.

The city's garrison numbers less than 500 heavy infantry (splint mail and heavy mace or axe) and 300 heavy cavalry (chainmail and shield with lance and sword) on monstrous Drhokkeran chargers.

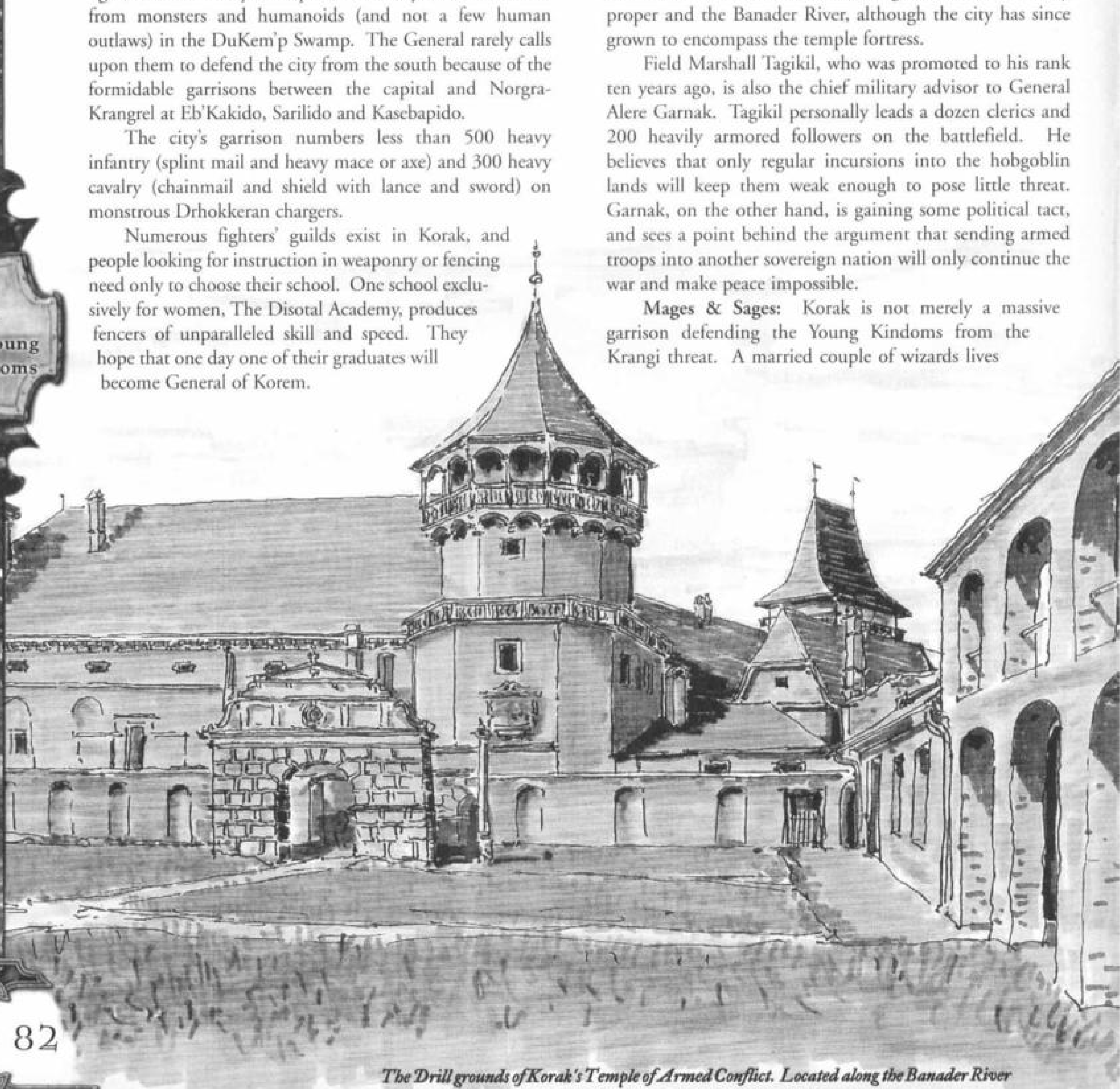
Numerous fighters' guilds exist in Korak, and people looking for instruction in weaponry or fencing need only to choose their school. One school exclusively for women, The Disotal Academy, produces fencers of unparalleled skill and speed. They hope that one day one of their graduates will become General of Korem.

Mercenaries form bands to better gain employment on the scale needed in Korem. Demihumans, especially, gather in Korem. A wealthy general can hire halfling slingers, dwarven heavy infantrymen, gnomish engineers, and even elven archers if his purse is deep enough.

Temples: The Seat of the Temple of Armed Conflict moved here from Bet Kalamar after P'Bapar and Korak severed their ties to Kalamar. Although the Field Marshall who initiated the move vanished from his tent while on the road (his Generals suspected an aerial servant sent by the Emperor of Kalamar), the ranking General assumed command as the new Field Marshall and the move continued. The clerics built a stronghold between the city proper and the Banader River, although the city has since grown to encompass the temple fortress.

Field Marshall Tagikil, who was promoted to his rank ten years ago, is also the chief military advisor to General Alere Garnak. Tagikil personally leads a dozen clerics and 200 heavily armored followers on the battlefield. He believes that only regular incursions into the hobgoblin lands will keep them weak enough to pose little threat. Garnak, on the other hand, is gaining some political tact, and sees a point behind the argument that sending armed troops into another sovereign nation will only continue the war and make peace impossible.

Mages & Sages: Korak is not merely a massive garrison defending the Young Kindoms from the Krangi threat. A married couple of wizards lives



The Drill grounds of Korak's Temple of Armed Conflict. Located along the Banader River in the City of Korem, this massive fortress remains the largest Temple of Armed Conflict.

here. Tenar and his half-elven wife Lura operate a small school for children in which they teach reading, writing, arithmetic, and history. They charge nothing, but they keep their eyes open for a potential wizard candidate, and this hope encourages many parents to send their children to the couple's home.

Loso the Scribe is a wizard who researches spells for a fee. Although methodical and steady, he has a backlog four years long. Because of his work, he rarely prepares spells other than the most mundane: *prestidigitation, unseen servant,* and *comprehend languages.*

Underworld: A clever burglar of supernatural stealth and cleverness has outraged the city's nobles lately. The burglar's name is Shel, and he is a doppleganger. He can use his *alter-self* ability to make lockpicks and climbing claws, and his *detect thoughts* tells him if anyone is home. Shel is not greedy; he is simply having fun. He hides his stolen loot in an old hobgoblin cairn a mile south of the city. The superstitious people who live near the cairn have long avoided it.

Interesting Sites: Tenar and Lura live and teach in an old stone building that predates the Brandobian migration over the Legasas. It was part of a temple complex of the lizardfolk and still contains numerous religious and lay artifacts left over from the scaly people. The teachers do not allow the children to disturb these items because they do not want any unhappy ghosts returning to haunt them.

Korem's main market looks like a battlefield. Smiths hawk their wares, bowyers and fletchers demonstrate their weapons on straw dummies, and armorers display suits of armor around their forges. Weapons and armor of all kinds are available here, including hobgoblin weapons taken as trophies.

Special Notes: After pushing north to siege Kasebapido two years ago, the Krangi came with a petition for truce. A new threat was coming out of Tharakka Morass, a combined force of lizardfolk, troglodytes, and yuan-ti. While not cooperating, the two armies formed a pincers to meet the swarm of scales. The battle (just outside of Salido) was tactically inconclusive, but it did serve to convince Korak of the threat the lizards posed and increased the support from Ek'Kasel.

Fopasido

Population: 6,100. The people of Fopasido have the raven hair of the Dejy, but they appear more Kalamaran or Brandobian in facial features. Fewer than 1,000 of the citizens are halflings and gnomes. Other demihumans are rare.

At a Glance: The population number is deceiving, because the city of Fopasido looks like hundreds of villages across the Sovereign Lands. The city has no walls, no towering palace, and no great central market. Its homes are spread out among trees scores or hundreds of years old, and its people only gather together on holy days.

Government: The city is the center of a small barony, ruled by Baron Janesh Daresti, who claims very distant connection to the first Brandobians to migrate here over 500 years ago. Daresti's main focus is to keep open the mines that make the tiny city's existence possible, and he always searches for some other resource on which the town could live. In truth, the farmers and herdsman who come to the town to trade could provide at least as much wealth as the mines if given the proper attention.

Economy: Fopasido has existed for generations on the slow, deliberate mining of an electrum vein in the Legasas. This mine has had its troubles, but it has always been reliable until recently. The Peaks also provide tin, but the mines are distant, and bringing the ore back to the town is difficult and expensive enough to make the effort a waste of time. Now, the townsfolk sell their wool, hemp, butter, wax, and other goods in Daresido.

Military: The town's military formerly consisted of a militia armed with farm tools and hunting bows. A handful of real weapons and a little experience barely kept the town from being overrun by indifferent kobold or bugbear raids from the Adiv Hills. Now, the town is full of fighting men from across the Young Kingdoms (see Special Notes, below).

Temples: The Halls of the Valiant and the Home Foundation are the only two faiths large enough to have full-time temples. Most other good and neutral faiths have a handful of followers, generally led by a prominent citizen from an altar in his home. Clerics of these faiths are always welcome and invited to lead services.

Mages & Sages: The town has no resident wizards, although one of the adventuring wizards who has come to visit lately has fallen in love with the baker's oldest daughter and is planning to move here permanently. Canamus, the wizard, has a touch of elven blood that gives him sharply pointed ears that the lass finds irresistible. Her father suspects Canamus has charmed her with magic, but the wizard knows no such spell. In reality, his magic is protective and restorative in nature and he would make a fine husband (and a fine hedge wizard for a small city). First, however, his companions are asking him to make one last trip into the mountains to investigate a small river opening that runs underground.

Underworld: Aside from the usual trouble of rambunctious boys and a miner trying to take more than his wages out of the mines, Fopasido sees little crime, let alone enough for an organized thieves' guild. Law enforcement includes one sheriff and from one to four deputies appointed by the sheriff as needed.

Interesting Sites: Just southwest of the city lies a huge crater where a meteorite fell to earth four generations ago. The event frightened the inhabitants, since it happened in

the early night when most people were still awake. The burning object in the sky looked as if it was coming straight at the village up until the moment it struck, missing an inn by only yards. Hesitant investigation after the shock waves died down revealed nothing but a hole in the ground. Whatever hit disintegrated or scattered too widely to be found.

Special Notes: Fopasido recently acquired widespread infamy when a mercenary band hired to investigate the disappearance of a mining colony discovered a dark elf war party being assembled underneath the Legasa Peaks. Fortunately, the mercenary band was no group of eager youngsters. The veterans had substantial arcane and divine power to back up their fighters and scattered the dark elves. Aid has since come from both Korak and P'Bapar to Fopasido in the form of soldiers and adventurers. Dozens, if not hundreds, of armed warriors scour the hills searching for the elusive raiders and the plentiful wealth that rumor says they carry.

Kingdom of Norga-Krangrel

Norga-Krangrel (population unknown) is bordered by Korak and Ek'Kasel to the north and east, respectively. In hobgoblin, Norga-Krangrel means "cornerstone," and the hobgoblins believe their land to be sacred. Hobgoblin legend states that the first hobgoblin was created under the mountains at the head of the Ek'Ridar River. At that site, an immense temple exists in the midst of a great city, Rinukagh, carved from the living rock of the mountain. Blacksoul is said to appear in the temple every twenty years to select a new king from the smartest and fiercest of his loyal followers.

Krokal-Marg, the current hobgoblin king, is one of the best tacticians ever to assume the throne. He has led several successful campaigns against Ek'Kasel and even recaptured some land from Korak. He rules with an iron fist and the loyalty of his generals is absolute. He cares little for his subjects' well being, but is smart enough to realize that an angry populace will lead to revolution. Krokal-Marg tells stories of the great hobgoblin kingdom of Kruk-ma-Kali to keep his people enraged at Korak and Ek'Kasel. He has recently been amassing troops in expectation of a major assault by Korak.

The economy of Norga-Krangrel is fragile and extremely simple. It is based almost entirely on barter and trade. The coinage that is minted is used by the King's merchants to purchase needed raw materials from foreigners, usually giants, kobolds or other humanoids living in the Elenons. Slaves and prisoners of war farm most of the land. The fertile area produces wheat in large quantities. Krangi merchants often trade wheat to the Brolenese or Prompeldians for slaves.

All humanoids are welcome within Norga-Krangrel; humans and demi-humans are only found in isolated sections of the towns. Norga-Krangrel is a dangerous place. The court system is very intricate and many alleged criminals die in prison before ever getting a trial.

The Church of Endless Night is the national temple of Norga-Krangrel, but all lawful evil religions except the Courts of Inequity have large congregations. The Temple of Armed Conflict has a particularly large and fanatical following among the military and its leaders. Other evil religions, the Way of the Berserk, Parish of the Prolific Coin and the Fraternal Order of Aptitude have smaller followings. The hobgoblins will not tolerate any other religions within their country.

The military of Norga-Krangrel is thought to be immense, although exact numbers are unknown. Every hobgoblin, male and female, goes through military training. They are taught to read and write and how to wield an assortment of weapons.

Rinukagh, Capital of Norga-Krangrel, Birthplace of the Krangi

Population: 11,200 hobgoblins, plus a total of 1,000 humanoids of other types (mostly goblins).

At a Glance: The city is visible from outside of the Legasa Peaks only as a 150 foot tall gate carved into the eastern face of Mount Krat-Hej from which flows the humble beginning of the Ek'Ridar River. Wide roads on either bank allow foot and wheeled traffic into and out of Rinukagh, and tall vaults with deep windows to the outside form the city.

Government: While revered as the national capital, Rinukagh holds more spiritual than governmental importance in the hobgoblin kingdom. Prince Koron Gabrazel controls most aspects of the city's government tightly because he has the support of the considerable military presence.The city's wealth and spiritual well-being fall under the auspices of Sun Slayer Azak Naggetrek. Azak's rank and position grew from the number of converts he brought to the faith. Through careful diplomacy and bribes, nearly every cleric under his direct supervision is one of his own converts. This move presages Azak's intention to vie for the position of Nightmaster and return the faith's real center as well as titular center to Rinukagh.

Economy: The city earns bountiful wealth from the religious hobgoblins who come as pilgrims to visit this sacred site. Regardless of tribe or religion, all Krangi believe Rinukagh to be the birthplace of all hobgoblins. Their tithes and offerings overshadow all other sources of revenue, including the substantial mineral wealth taken from the mountains in the form of basalt and iron.

Military: Gabrazel's followers number just shy of 2,000 hobgoblins in half-plate or better armor with a wide

range of weapons. These soldiers feel a pious pride in their position, a feeling Gabrazel cultivates as much as he can. The soldiers are utterly fearless when in the city and when in their Prince's presence, and have high morale otherwise. The principal action these soldiers engage in is exploration and cleansing of the subterranean passages below the city. Natural and worked passages extend for great depth below Rinukagh. Patrols have encountered purple worms, giant slugs, and mind flayers.

Temples: The Church of Endless Night has the only temple in the city. If someone establishes another temple within city limits, a militant arm of 60 fanatics descends upon it, armed with hammers and picks to destroy the building, clerics and worshippers. The temple's worship area is a domed vault that holds close to 7,500 standing bodies. A mezzanine level above them holds the clerics in a properly dominating position during services. In addition to the followers mentioned above, the temple claims sixteen junior clerics of levels one to nine and 30 acolytes who have not become ordained yet. Upon becoming Knights of the Black Pit, most of these faithful will be reassigned to other temples within the kingdom.

Mages & Sages: The city is home to a secretive band of sorcerers known as the Restorers. These sorcerers are initiated with great solemnity to the sacred cause of restoring the kingdom of Kruk-Ma-Kali. To this end, they are searching for the great Seal of Kruk-Ma-Kali, which is a heavy bronze stamp the ancient king used to sign official laws. The Seal supposedly magically identifies the hobgoblin who should rightfully rule the kingdom, and the Restorers believe that the heir will come from one of their number.

One Restorer is Raitax, a sorcerer who has discovered information linking the Seal to the former nation of Brandobia. He is convinced the Seal was taken there after the fall of the hobgoblin kingdom, and numerous documents and tales support his belief. This magnetic spellcaster is recruiting followers to help him take the Seal by force from Dalen, where his clues tell him the Seal was seen only fourteen years ago.

Underworld: Thieves live even among the faithful in Rinukagh. Some pretend to be clerics and con the pilgrims out of money in exchange for fake relics, charge "fees" for worship, ask for additional tithes, claim fraudulent taxes, and tell other lies. The more direct rogues simply pick the pockets or slit the purses of the pilgrims, leaving them no option in the matter. The most violent club them into unconsciousness and snatch their belongings.

Pilgrims are not the only crime victims, even if they do make up the majority. The soldiers, confident in the protection of the clerics who employ them (and by extension, the protection of the Dark One himself) extort protection money from merchants, "confiscate" contraband from the miners, and take what food and drink they wish from innkeepers and tavern owners. Woe to the tavern owner who refuses by way of sticking a crossbow bolt in the offender's chest–the soldiers protect their own.

Interesting Sites: A vast armory exists below the city. This hall contains over 10,000 spears, thousands of swords, and mail for a legion of hobgoblins. The armory is a combination of ancient weapons discovered by the hobgoblins (Naggetrek claims they are a gift from the Dark One), booty taken from fallen foes, and recent products of a host of smiths working day and night.

Behind the Church of Endless Night, Naggetrek has his own private chamber that none knows about. He carved it out without aid to ensure secrecy (even dead miners can answer questions if the right person asks). This circular room features platinum inlaid circles on the floor to protect Naggetrek from the devils he summons. His experiments began simply enough, with abishai, but he has grown bold enough to commune even with gelugons. Finding this sanctum would be difficult (Search DC 30), and getting past the magical wards would be extremely dangerous.

Special Notes: Humans and demihumans who attempt to travel about the city find that at the very least, prices for food and lodging are tripled, guards harass them several times per day, and hobgoblin children fling stones and sticks at them. All of this assumes that the characters have some legitimate reason to be there. Characters who are outlawed, hunted, or in hiding have a much harder time (and Naggetrek, if he is aware of the party, will be sure to mention it at the next service).

Ashakulagh

Population: Over 5,200 hobgoblins live in Ashakulagh. Other humanoids are welcome and numerous. Humans are vastly outnumbered and appear only as slaves or mercenary bands.

At a Glance: The city straddles the Ek'Ridar and El'Korek rivers as they merge into one. Five stone or wooden bridges cross the smaller rivers. The solid wooden homes give lie to the stories that hobgoblins all live in shacks or ragged tents

Government: The rule is by kingship, and the Blacksoul selects the new king every twenty years (the next "election" is due in 582 I.R). Krokal-Marg is a brilliant tactician, but his strategy is questionable; he fights more battles than he has to against the "unenlightened" hobgoblin tribes of the country that do not follow the Blacksoul. His rule is absolute within the tribes that do follow the god, however (about 90%), and the entire government is designed to speed the enforcement of his commands.

Economy: The hobgoblins mint their own coins, usually copper and silver. Gold is rarer and only a few gold

coins have been issued through the years. They trade these coins primarily with the humanoids and stone giants in the Elenon Mountains in exchange for animal hides, pigs, and goats. They trade wheat for slaves in Pel Brolenon and Prompeldia.

Military: The atmosphere in the army is electric as the hobgoblins are currently amassing for a major attack. Though eager, the veterans are scornful of the new recruits and the veterans do not seem to work well with their younger brethren. With much of the work done by human and demihuman slaves, a larger percentage of the hobgoblin population is able to wage war.

The most senior general in the army, Ganakh, originally comes from the Deshada Mountains and came to Norga-Krangrel on a pilgrimage in search of Rinukagh. He found the hobgoblin soldiers here lacking in strength and toughness and decided to teach the sissies how to fight. Now he is the best leader in the army and could become the next king if he were not so old. If he is still alive to see the army's size reach Krokal-Marg's goal of 15,000 soldiers, he will be in the forefront of the assault, hoping to achieve a glorious death in the most spectacular fight since the collapse of Kruk-Ma-Kali.

Temples: The Church of Endless Night is the official faith, but others have large followings. The Temple of Armed Conflict is the second-largest temple, but the city also includes temples of the Way of the Berserk, the Parish of the Prolific Coin, and the Fraternal Order of Aptitude. Other religions are prohibited.

The head cleric of the Church of Endless Night is Nightmaster Herkuul the Crow. The Nightmaster has been gifted by the Blacksoul with Blindsight in a 30 foot radius (he cannot be caught flat-footed from within this area), though he is still blind and ignores illusions. Herkuul has just returned from a six-month pilgrimage into the Elos Desert, in which he experienced visions of Korem burning and women and children in Bet Kasel crying for mercy.

Mages & Sages: In Norgra-Krangrel, a sage is an herb. Arcane spellcasters are usually sorcerers, and traditional wizards are respected out of awe. One of these is Kargran Thulhak, a graduate of the College of Magic in Pekal. Thulhak managed to attend the entire course wearing a magical cloak that made him look human without being discovered. Doulmak Grond achieved fame after he killed one of his elven slave girls and her spirit became a banshee. The banshee haunts the woods north of the city, although that area of the woods is now bare and dead for a five-mile radius around the site of her hastily dug grave.

Underworld: The city's court system is intricate, modeled after a poorly understood example of Kalamar's courts. Criminals might or might not get a trial, and punishment is so varied as to seem random. Bandits operate openly along the busiest roads, and other crimes range from theft to murder in alarming numbers.

The government sees no difference between military and civil offenses. One police department covers both the army and the civilians. The crimes they pursue most vigilantly are desertion, espionage, and treason. Their general response to any suspected crime is to arrest everyone nearby and allow the courts to make a bigger mess out of the situation.

Interesting Sites: The state military school teaches reading and writing, making the hobgoblin population of Norga-Krangrel the most literate in the Sovereign Lands. All hobgoblins receive weapons training in the Six Holy Weapons of the Blacksoul (shortsword, spear, longsword, dagger, crossbow, and javelin) and many learn morningstar and axe as well because of long-standing hobgoblin tradition.

Special Notes: The King knows that the economy cannot stand his aggressive military growth indefinitely. The race is on to reach 15,000 soldiers and launch an aggressive three-pronged attack against Ek'Kasel, Korak, and Prompeldia. If events conspire to allow him to only take one of the other two cities, he hopes to take Korem, where he can cut off trade between P'Bapar and Bet Kasel, crippling the latter city. Prompeldia's port is important but not vital to Korkul-Marg's plans.

The City-State of P'Bapar, Independent City

Population: City population, 73,100. Humans (Kalamaran, Brandobian, and Dejy) are in the majority, but plenty of nonhumans of all races live in the city. The areas under control of the city-state number a total population of 228,000. The Archduke forbids humanoids to live inside the city walls.

At a Glance: Archduke E'Dos Kalanasi II's citadel juts out from the mountainside and hangs oppressively over the busiest center of town, the market. It is clearly meant to stand guard over the P'Bapar Pass, the only viable pass through the Legasa Peaks. Indeed, the wide pass, kept clear by the passage of wheeled vehicles, could not hide an enemy for miles from the watchful towers and merlons of the black citadel.

Government: Ever since it became the first government to successfully declare independence from the Kalamaran Empire, P'Bapar has been seen as something of a leader among the Young Kingdoms. P'Bapar's status as the largest independent city-state on Tellene is another source of pride for the citizens. Archduke E'Dos Kalanasi II rules the city aggressively, keeping the Golden Alliance representatives, independent wizards, and high clerics at bay by outworking and outwitting them.

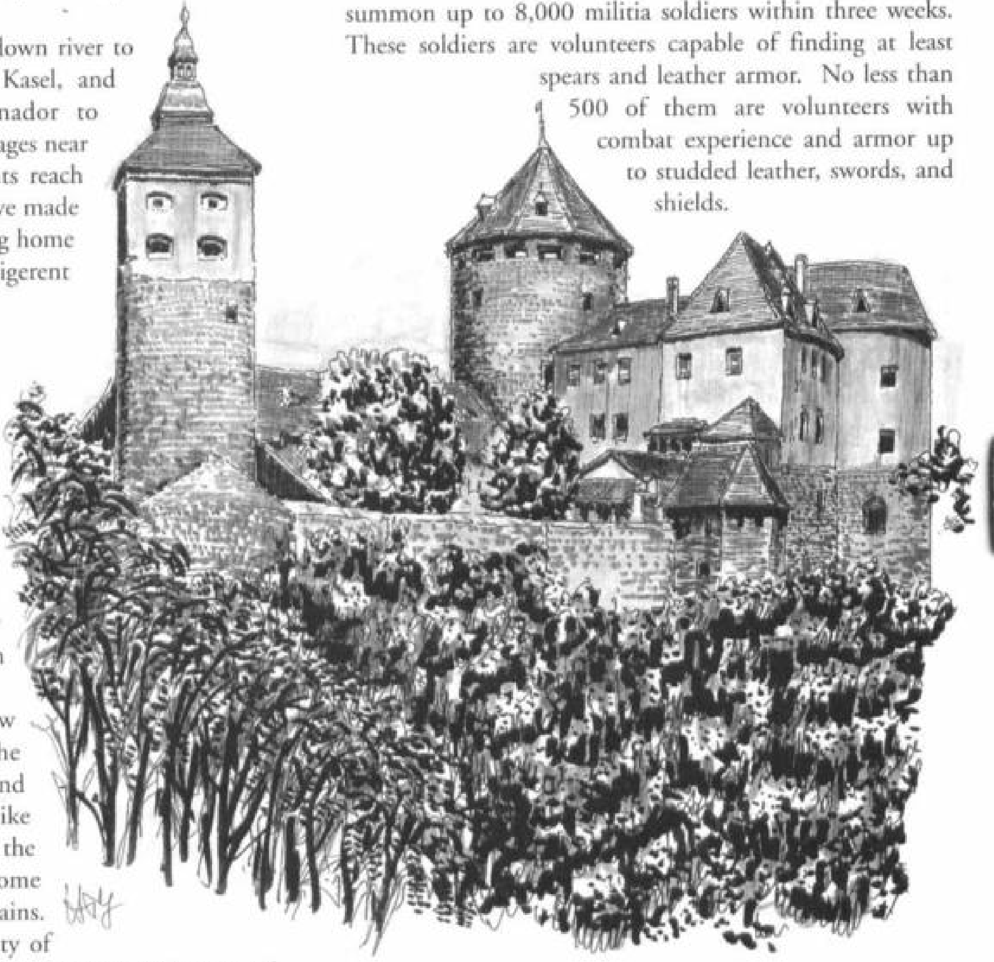
E'Dos favors government by few. His administration is light, which means that each individual bears a great deal of authority and responsibility. The Archduke readily redistributes responsibilities if a burden proves too great for one

person, or if a position seems to provide too little challenge to the individual in question.

Economy: P'Bapar is economically strong. The great variety of wealth provided by dwarven and gnome clans in the Legasa Peaks in the west more than make up for the scarcity of rich farmlands near the eastern slopes of the Elenon Mountains. The Elenons hold a great supply of gold, emeralds, topaz, and amethyst, and tourmaline. The farmlands and ranches east of the Banader River produce durable wool, vellum, and flocks of paka birds that live near the northern edge of DuKem'p Swamp are sought for their soft feathers.

Most of this wealth flows down river to sell at Daresido, Korem, Bet Kasel, and Baneta, or back up the Renador to Kalaleta and the many small villages near the river. By the time merchants reach the dangerous Elos Bay, they have made their money and prefer returning home over braving the pirates and belligerent Kalamaran vessels in the Elos.

Besides its tremendous exports, P'Bapar is the sole route for trade between the two sides of the Legasa Peaks via Coniper Gap. Goods travel overland through the gap and into Cosdol, bound mostly for Cosolen and the villages along the Voldor Bay as well as down the Brolador River to the eager markets of Dalen and even further to Mendarn.



Military: Except for a few humanoid incursions on the eastern and northern fronts and numerous bandit raids drawn like flies to the rich trade center, the largest threats to the city-state come from monsters in the mountains. Traveling merchants bring plenty of their own protection. Most of the city-state's 700 mounted troops are housed east of P'Bapar, where rough terrain will not hinder the horses. The 500 footmen vigorously wander the hills, especially the area around Fopasido, hoping to bring that disputed area entirely under P'Bapar's rule.

Many lone soldiers work in P'Bapar, where they hire on for a season or a journey at a time with the merchant caravans heading out of the city.

When work is light, a few of them become less selective in their job duties and accept work as thugs or press gangs. Most are honest and seek work on family-owned farms or ranches.

Mercenary bands are a fixture of P'Bapar. Merchants (or anyone else) can hire a single guard or a company at the local guild within an hour. Despite the ease of finding protection for caravans, one caravan in twelve never makes it through the pass.

Duke E'Dos has taken advantage of this guild himself, hiring mercenaries to maintain order in the city's markets. Although an expensive venture, it allows him to send his regular soldiers into the field, where they can protect the farms, ranches, and mines that produce the goods that come into P'Bapar.

In case of emergency, the Archduke has the power to summon up to 8,000 militia soldiers within three weeks. These soldiers are volunteers capable of finding at least spears and leather armor. No less than 500 of them are volunteers with combat experience and armor up to studded leather, swords, and shields.

Temples: Temples are common sights in P'Bapar, but the largest are the Parish of the Prolific Coin, the Founder's Creation, the Fraternal Order of Aptitude, the Home Foundation, the Courts of Justice, the Church of Chance, and the House of Laughter.

The House of Laughter has a wine cellar with one of the most remarkable collections on Tellene. Shyta-na-Dobyo vintages are popular, of course, but the collection also boasts fruity Dopromond Dry, sweet Gakite Scarlet, and the rich, nutty Tarisato Clear, a very clear white wine from the E'Korug valley. Its cleric, Golin Humater, is a suave, enchanting man of outstanding character and

reputation. His prestige among his peers, where fame is measured in generosity and sacrifice, is immense.

The Founder's Creation has a major temple complex inside the city and a monastery outside its walls. Thirty monks follow Abbott Foorjah in a life of simplicity and piety. Foorjah has lived in the monastery virtually his whole life and has not said a word since taking a vow of silence forty years ago.

Mages & Sages: Balamir is a former swordsman of great reputation; until four years ago, he was a senior member of Emperor Kabori's Palace Guard. Now he devotes his time to learning magic. His reasons for leaving were unclear, but those who suspect him of spying say that he might be working on a secret project for the hated Emperor. Why the Emperor would send a warrior to research magic does not make sense to Balamir's friends, all of whom place their trust in this likable, gray-eyed man of few words.

Isitolo the Many-Tongued is a polyglot without peer. The man speaks and reads every human language known in the area. He is also skilled in the tongues of six different humanoid races and Draconic. He is happy to translate documents for a fee–usually about 100 gold pieces per page, but he charges more for strangers or first-time customers.

Underworld: The Archduke's vigorous prosecution of smugglers is the only factor preventing that crime from running rampant among the trade that takes place in the city. Much of the crime involves con jobs, burglary of warehouses or merchant homes, and minor larceny. The larger merchant houses keep their squabbles barely civil, just short of violence (their actual conduct of business is ruthless). When industrial sabotage occurs, foreigners are at fault.

The city has at least two known thieves' guilds, both of them small and focused. One, the Stray Cats, specializes in burglary, especially of gems and other precious items. The leader is Sil Highhand, a wiry gnome and a glib liar. The other guild follows "Red" Gurthay and runs brothels, fences, and gambling houses with crooked odds. Gurthay recently added assassination to his list when he slew an unlanded baron in his sleep at Crag Keep, a mile north of the city. The Archduke has offered a 1,000 gold piece reward for Gurthay's capture alive, and the reward stands to grow if rumors about the half-elf taking another commission are true.

Interesting Sites: Gusalitan is a dwarven caretaker of the Ducal Library and Conservatory. The building has only one small room devoted to music, but it houses a large collection of tomes on a wide variety of subjects, including animals and monsters, elves, poetry, natural history, and mythology. The librarian's pride and joy, however, is possibly the most extensive collection of books and scrolls on psionic abilities on Tellene. "Old Gus" quite openly wishes he had these incredible powers, but after sixty years of study and mental discipline, he has yet to attain any psionic abilities. The library is the informal meeting place of a dozen Disciples of Avrynner.

A mile north of the city stands Crag Keep, the border between the self-proclaimed Archduke Weldril Bandran and the city-state of P'Bapar. The Duchy of Bandran claims all of the Sanakir Hills, but his protection is minimal and the hardy shepherds who live there often turn to P'Bapar for help fighting the wolves, worgs, werewolves, ogres, and hill giants.

Special Notes: Wild hippogriffs are sometimes visible from the taller places in the city, flying around their nesting areas in the Legasa Peaks. These creatures can be either dangerous predators or envied mounts, depending on the skill and intentions of the hunter.

Prompeldia, City of Thieves

Population: 9,800 humans and 6,000 non-humans. The humans are principally of Brandobian descent, with Dejy and Kalamaran blood freely mixed in. Halflings and hobgoblins number 2,200 and 800 respectively. A smattering of representation from every intelligent race makes up the remaining population.

At a Glance: The heavily fortified harbor, Prompelm Bay, can berth at least 40 large vessels and numerous smaller ships. The city relies on tall walls to deter most invaders, and inside the city smaller walls divide the city into four quarters. The wooden homes inside the walls are colorful and clean.

The city wakes slowly, but it builds to a crescendo of racket by the middle of the day as hammering smiths, bickering merchants, and blaring musicians vie for attention in the streets. The noise continues into late at night as the activity turns from bustling work to vigorous entertainment.

Government: Gremply Slivers is the notorious mayor of Prompeldia, the most famous thief in the City of Thieves. Gremply is becoming more responsible and less frivolous as he ages and he is trying to give his city some respectability, but changing the image he has fostered for so long is impossible. He has already drafted a law to assure the succession of his chosen follower – the thief and merchant leader Barten Altean, a close ally of the Golden Alliance. The law itself is contingent on Gremply's natural demise or retirement. Gremply feels this will better ensure Barten's loyalty, and Barten seems to agree.

The government's impact is lighter than silk and offers little policing. Gremply abolished all taxes; goods may be imported and exported without paying even one copper coin. In their place, however, Gremply established a protection racket. Instead of paying taxes, citizens that pay a fee based on their net worth are safe from robbery (at least government-sanctioned robbery). Merchants may pay to

store their goods in government warehouses that are safe from theft. This fee is paid directly to Gremply, and any unauthorized thief caught stealing from one of his warehouses is likely to become one of his slaves. One section of the city consists solely of such warehouses.

Additionally, Gremply set up a safe-haven for caravans traveling along the coast to encourage active trade with his southern neighbors.

Economy: Prompeldia boasts the largest independent slave market outside of Pel Brolenon. Humans, demihumans and even humanoids (including giants!) appear on the auction blocks of Prompeldia. They sell to Norga-Krangrel's officers for service as conscripts, Tokis for labor, Basir for pleasure, and Kalamar for all of these purposes. While the auctions are bid in increments of gold pieces, many forms of payment are accepted, including Tharggy minks, Shyta-na-Dobyo wines, and P'Baparan metals.

Goods both mundane and exotic trade in Prompeldia as well. A merchant can find Krangi weapons and armor, crown jewels, spellbooks, enslaved monsters, trained pets, poisons, and hundreds of items that bring with them angry former owners.

The city is famous for its gambling houses, and Prompeldia's establishments are some of the most profitable anywhere in the world. People come from the Elos Bay area, western Kalamar and even northern Svimohzia (although most of the latter prefer the safer and closer entertainment in Zha-nehzmish).

Military: The city's premier force includes two companies of 100 hobgoblin heavy infantry (scale mail and morningstar), one of 100 human infantry (chainmail, shield, and longsword), and 200 halfling slingers (leather armor, shield, sling, and shortsword). The hobgoblins are part of the tribute that Norgra-Krangrel pays Prompeldia for protecting its southern flank and they are loyal to their own kin.

The city employs a few actual mercenary bands to bolster the regulars in time of need, but scouts, thieves, and assassins are always in use. They serve as scouts or strike forces against enemy command units. If necessary, Gremply orders them to support the main armed forces.

Temples: All religions are welcome, regardless of belief or practice. Congregations change on a daily basis, and citizens tend to propitiate a multitude of gods. No fewer than 70 temples and shrines exist within the city walls. The Church of Chance has its largest and key temple in Prompeldia.

Mages & Sages: The city's premier wizard is an illusionist known as Bonoroti. Until a dozen years ago, he hid his identity by masquerading as a neophyte gambler, but since his illusions were discovered, he has prospered, much to his surprise. Now he sells spells such as *invisibility, detect magic,* and *illusory wall.* Burglars and those who wish to hide things from burglars are his primary customers; he does not care which is which as long as the gold they give him in payment is real.

Underworld: From Gremply's huge thieves' guild, which now has thousands of members worldwide, Prompeldia exports murder and thievery to the rest of the world. In jest, Gremply Slivers claims to be responsible for every act of thievery committed on Tellene.

At times, ambitious rogues have attempted to start their own guild in direct competition with Gremply's, but the mayor always manages to infiltrate it from the beginning and comes down on the rival hard and fast with a company of hobgoblin infantry.

One such ambitious rogue is Sulenna Ruy, the Church of Chance's Challenger of Fate (high priest). He runs a small but lucrative guild whose activities include counterfeiting, forgery, cons and fencing. So far, they have managed to avoid Gremply's retribution, but how long Sulenna can continue his operations in secret is a subject of much debate among the priesthood's senior members (the best odds give him a one in twelve chance of continuing another year).

Interesting Sites: The Snake Eyes Tavern started as a tavern by a well with one gambling table run by a sneaky rogue named Cheftan. Cheftan's business grew so much that he bought the tavern, expanded it to include the well and hired his own staff. When Cheftan sits down at a table these days, it is as a ringer to encourage a mark to bet more than he should.

Special Notes: Eldor originally founded Prompeldia as a colony. Some seventy-five years ago, Gremply Slivers assassinated the local reeve and took office. Gremply sent a note to the King in Eldor explaining that his colony had declared its independence. The note was in a box next to the dead reeve's head and included a threat of certain failure should Eldor retaliate. Eldor sent a force to retake the city from this "mad halfling." When the Eldoran forces arrived, they discovered the mayor's office deserted, and no troops around.

Gremply had gone up-river to Norga-Krangrel. He told King Gurk-Tarrgh, then the hobgoblin king, that an Eldoran army had landed at Prompeldia and was headed up-stream. The hobgoblins, fearing a raid, and a two front war, ordered Gremply to help them. He agreed on one condition: Norga-Krangrel was to pay Gremply a tithing every month to ensure a human army would not come up river. Gurk-Tarrgh agreed and sent 200 soldiers back with Gremply.

One week later the Eldoran commander was murdered in his sleep. The troops (and citizens) were slowly dying from the poison that Gremply had introduced into the city's water system before he fled to Norga-Krangrel. Using the hobgoblin troops, Gremply directed hit-and-run assaults against the ailing Eldoran soldiers. Less than one quarter of the original Eldoran force still lived when they boarded

their boats and fled. Eldor soon declared Prompeldia a wasteland and off limits to all Eldorans.

The city is very dangerous, but it can be profitable for those able to look after themselves. The average citizen in Prompeldia spends far more money than those elsewhere, and a skilled gambler, a flamboyant performer, or a seasoned bodyguard could earn a great deal of money. Life in Prompeldia is fast, hard, and often over too soon, but it could never be called dull.

Shyta-na-Dobyo, City of Celebration, City of Wine

Population: 17,000 Dejy and mixed Dejy/Brandobian heritage. A touch of Kalamaran blood is also noticeable. Dwarves and elves live in the city in small numbers, and many halflings live outside of it under its law.

At a Glance: Once past the poorest and simplest homes outside of the city proper (made of wattle and thatch), the rest of the houses are wooden. The city's wooden wall protects the citizens and visiting merchants from the humanoid tribes common to the Brindonwood. Due to the presence of spiders larger than elephants in those same woods, the walls are very tall and have iron spikes jutting out above them.

The people are friendly or even jocular with guests, but they are also very supportive of one another. The distance between them and any friendly city gives them a fierce independent streak. Almost everyone who lives in or around Shyta-na-Dobyo worships the Laugher and a not insignificant portion of the populace are members of the Passionate Peoplehood.

Government: Wine town began as a primitive Dejy settlement where the peaceful hunters and fishermen gathered the naturally abundant grapes and berries to make wine. After Kruk-Ma-Kali crushed the Eastern Brandobian Empire, Brandobian refugees fled here, joining earlier settlers who had found the Dejy most accommodating. They gave the city its current name, from the Dejy tongue for "City of Wine." Over time, the Brandobian culture predominated, reducing the Dejy influence to place-names, a few holidays, and an accent foreign to other Brandobians.

A Caucus consisting of vintners and clerics rules Shyta-na-Dobyo. The Passionate Peoplehood appoints wine merchants, vintners, and clerics to the caucus. Its number varies because appointments and dismissals are conducted at the whim of the Passionate Ones. Normally between seven and nine Caucus members run the city. By law, they must follow the teachings of the Passionate One. Their main focus is to keep the wine production healthy and to ensure smooth trade with the rest of the world. They brutally suppress any action that causes harm to the wine trade.

One of the caucus's duties is the dispensation of justice. The Caucus acts as judge and jury for all criminal and civil proceedings. Decisions are made quickly, the average trial lasting only a matter of minutes. The Caucus members hear both sides and then make a judgment based on their gut feelings. Caucus members are usually drunk and their decisions may be swayed by bribes.

Economy: Naturally, the exportation of the best wine in the world is the main source of revenue for Shyta-na-Dobyo. Barrels of drink travel overland through the Brindonwood, risking orcish attacks and dangerous monsters in order to get to lucrative markets in P'Bapar or the headwaters of the Renador River, where it travels into the Elos Bay and to the rest of the world.

Besides the wine, the city produces corollary products including casks, wagons, and carts. They also export quantities of fish and lumber (mainly oak and fir). Most of the lumber goes south, while the fish goes west. Glass jars of roe are becoming the new favorite export. A desperate halfling fisherman recently sold a cart of jarred roe for 10,000 gold pieces in Bet Regor and yammered about it for weeks.

Military: Moridia Whitesteel commands the mercenary group Thorn of the Vine. Originally named the Crimson Masks and given to brigandage, Moridia offered her services to the Caucus in 565 I.R. She hopes to make the commission permanent, and her change of the band's name is her assurance to the Caucus that she is committed to the city's safety. She commands a dozen rangers and scouts and nearly 50 light infantry.

Aside from the Thorn, the city has no standing army or navy. The Caucus chooses to rely on the utter decadence of the city and the strategic worthlessness of the surrounding forest to deter invaders.

Temples: The Order of the Passionate One is the only temple in the city. All of its senior clerics sit on the Caucus, ensuring that its monopoly stays intact. Clerics of other faiths are very welcome as long as they do not openly practice their religion or hold public ceremonies.

Mages & Sages: Vosted the Drunken enjoys the city's wares too much to live up to his full potential. When sober, he is a brilliant and reliable maker of wands and rods.

Lomburd is a boisterous and argumentative dwarven apothecary. His work is top-notch, but customers pay dearly in coin and verbal assaults on their ears. Lomburd works day and night to finish a custom job and completes such work in half the time of another apothecary.

Underworld: In this haven of The Laugher, the thieves' guild is surprisingly active and violent. Most activities begin with a vintner wishing ill luck on one of his rivals in a public place and then leaving behind a gift for a prospective rogue. The thieves harass workers, sabotage hidden stores, poison crops, and tip off bandits to the passage of caravans.

Interesting Sites: The vineyards stretch for miles to the west and south of the city. Well-armed and well-paid

guards protect the workers from monsters and from "civilized" threats with swords, crossbows, and spears. High fences or hedges typically protect these vineyards and trespassers risk beatings, imprisonment and even death.

Special Notes: Strange animal calls over the Shadesh Bay unnerve fishermen and discourage late-night trips onto its surface. Rumors about dark elves making forays to the surface come from the wood elves in the east. Angry Dejy fleeing from the south bring words of anger and war.

In the past, Gakite merchants kept the southern Brindonwood free of orcs. Now, locals report orcish warbands in greater frequency and in ever increasing numbers.

Cities of the Elos Desert

Alnarma

The natives call the city by its ancient name, Roshay. Tellene knows the city as Alnarma because that is the name Brandobian explorers gave it when they discovered it and first placed it on their maps in 499 Y.K. (18 I.R.).

Population: 3,800 Dejy, Brandobians, Svimohz and others from around the world.

At a Glance: For a tiny dot absent from most maps, the city looks like a section of a massive cosmopolitan port city. People of all races and tongue inhabit the town, although its roots are clearly Dejy.

Government: The Dejy feel little need for government among themselves. Traditionally, the oldest male in the community was respected as leader and his decisions, while open to discussion, were final once he declared discussion at an end. Now, with so many strangers who do not know their way, they feel the need to develop a more formal style.

Shiseth, the city's patriarch, does not have this feeling. He has been the leader for twenty-five years, and the system will be fine until he dies and then it will be another's problem. Shiseth was once a formidable fighter, a true terror of the desert, but now he is so old and frail that he requires care at all times.

Economy: Merchant ships do not visit the tiny port often enough for the people of Alnarma. They have little to offer that Dowand-Brandel does not, however, some seafaring merchants that want slaves, but do not want to deal directly with the slavers in their homeland, come here instead.

Alnarma is the final stop on the great Elos Road stretching from Alnarma to Prompeldia. It is also an important stop for Brolenese heading East or North. Thus merchant caravans looking for slaves, gems or other exports from the Pel will stop here. A merchant can make a decent living simply traveling between Alnarma and Ehzhimahn.

Military: The city has no regular military force, but all men in the town are willing to pick up arms to defend it. A militia of around 600 men of all ages (most of them too old) will defend the city if necessary, with scarce weapons, little armor, and ample courage.

A greater danger to hostile intruders is the presence of clerics of the Overlord and Pel Brolenonese slavers. These merchants use Alnarma extensively as their only overland trade route. Any humanoids, monsters or nations foolish enough to attack Alnarma will suffer the full wrath of Pel Brolenon.

Additionally, militant members of the Brotherhood of the Broken Chain secret themselves within Alnarma. They and their followers including a collection of adventurers and former slaves will vigorously defend this haven of escapees from Pel Brolenon.

Threats to the city include kobolds and wyverns from the Sliv Elenons, and gnolls and thri-kreen in the Elos Desert.

Temples: The city has a massive Temple of the Overlord (detail priests as well), and several small hidden shrines to the Guardian serve as places of worship for the Face of the Free. The ranking cleric is Mewneha, the daughter of an Ahznom member of Parliament. For a brief time, she was a slave in Dowond-Brandel, but she escaped at the first opportunity, leaving her "owner" blind and bleeding in his home. She is truly regal in stature and speech. She works carefully to keep her presence hidden, lest the Theocrat overrun poor Alnarma, ending her freedom operation and her life.

Mages & Sages: At any given time, the city has a disproportionate number of wizards because of the adventurers who lead escaped slaves there from the Theocracy. Resident wizards are limited to two. The first is Shiseth's grandson, Jish, who specializes in spells that help travel and survival in the desert. His peers mock his *phantom ass*, a braying, tan version of the more common *phantom steed*. Despite the teasing, Jish's peers respect his knowledge of the desert, the hunt, and the weather.

The other experienced wizard is Daclen, a Cosdolite high elf in search of information about the ancient history of Tellene. Her own people did not bother with recording the history of the humans, but now she owns an artifact of human design but unknown origin. This ancient bowl, taken from the Obakasek Jungle, is nearly identical to those made here in Roshay by the Dejy natives. Daclen has been in the town for ten years and admires these people greatly.

Underworld: Not all of the escaped slaves are model citizens. Some of them are rogues, happy to be able to ply their trade again. Worse, a few are Brolenese plants. They seek to discover the important people behind the raids the Face of the Free lead, and report back to their superiors when they have valuable information.

Interesting Sites: The village of Narmaren (population 315) 20 miles to the west claims allegiance to the city-state of Alnarma.

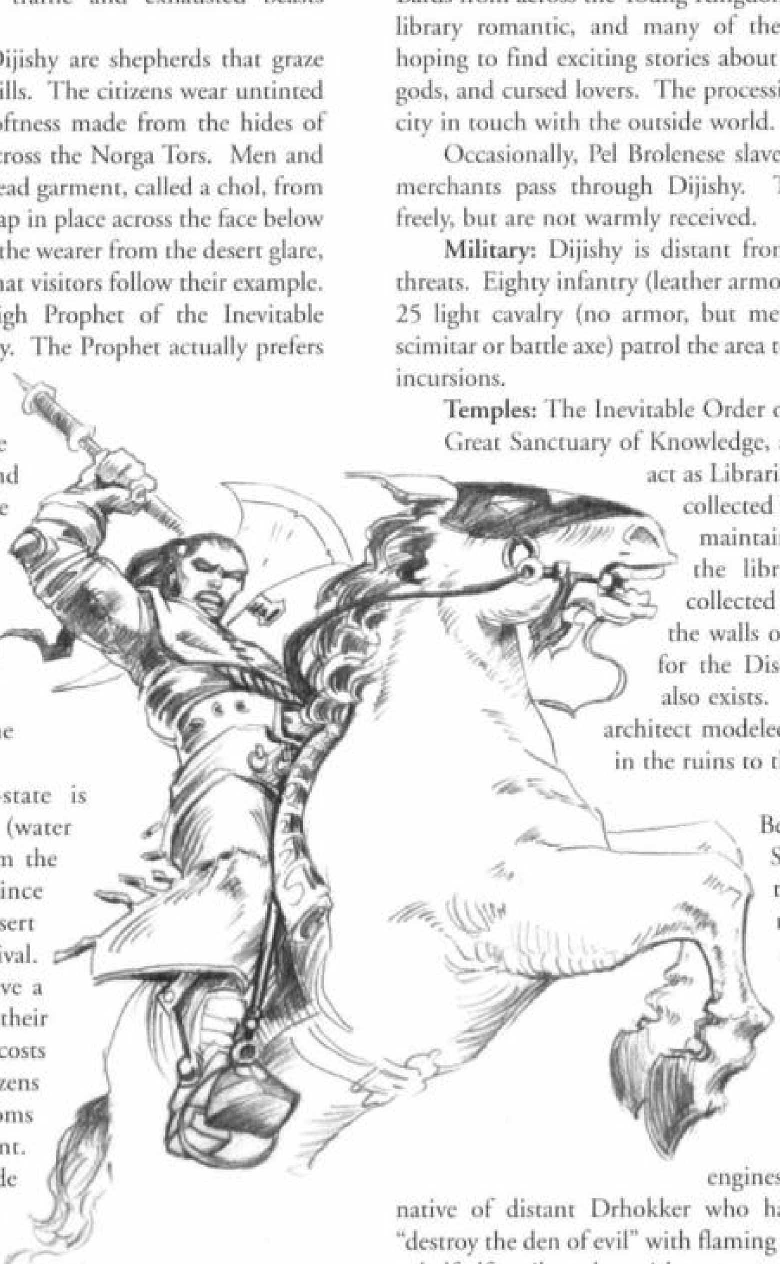
Dijishy, City of History

Population: 6,000 nearly pure Dejy and a few dwarven miners.

At a Glance: The dusty desert gives way suddenly to a rocky ridge at the edge of the Elos Desert. Dijishy rests on the edge of this ridge, perhaps 70 feet above the level of the desert. A single wide ramp of brick and packed earth leads to the level of the desert, extending 200 yards to make a gentle slope for wheeled traffic and exhausted beasts arriving from the desert.

Most inhabitants of Dijishy are shepherds that graze their flocks in the nearby hills. The citizens wear untinted leather clothing of great softness made from the hides of tiny antelope that spring across the Norga Tors. Men and women alike wear a loose head garment, called a chol, from which they usually tuck a flap in place across the face below the eyes. The chol protects the wearer from the desert glare, and the Dejy recommend that visitors follow their example.

Government: The High Prophet of the Inevitable Order of Time rules the city. The Prophet actually prefers to appoint lay personnel to government offices so that his clerics may devote their full time to worship and spreading the word of the Fate Scribe. The current High Prophet is Elamar Crandin, an Eldoran by birth who moved here as a child with his parents and six dozen other pilgrims visiting the library.



Economy: The city-state is necessarily self-sufficient (water comes in thin streams from the Elenon Mountains), since caravans through the desert have no guarantee of survival. Incoming caravaneers receive a welcome fit for heroes and their stay (as long as it is short) costs nothing. The thankful citizens provide everything from rooms to meals to entertainment. Preferred trade goods include dried fish and ivory from Ehzhimahn, wines through Prompeldia, and bacon or salted pork from anywhere, since pigs do not survive well locally. Exotic foods, especially rice from Basir and Kalamar, also fetch good coin. Dwarven miners from the Legasas bring metals for tools (tin and iron; their precious metals go west for higher prices).

The merchants leave with brightly colored robes (not as bright as Tharggy cloth, but as close as you can buy), natron, colored glass, and valuable tomes that sell at high prices in large cities. The one staple that manages to find itself on virtually every outgoing caravan is salt, a bulky but certain commodity that will not spoil, invite theft, or lose its value.

The caravans always seem to bring a bard as well. Bards from across the Young Kingdoms find the idea of the library romantic, and many of them come to the city hoping to find exciting stories about fearless heroes, angry gods, and cursed lovers. The procession of bards keeps the city in touch with the outside world.

Occasionally, Pel Brolenese slave caravans and Krangi merchants pass through Dijishy. They purchase goods freely, but are not warmly received.

Military: Dijishy is distant from any major military threats. Eighty infantry (leather armor, spears, daggers) and 25 light cavalry (no armor, but metal shield, lance, and scimitar or battle axe) patrol the area to deter any humanoid incursions.

Temples: The Inevitable Order of Time maintains the Great Sanctuary of Knowledge, and the Prophets also act as Librarians. Part of the tithes collected by the faith go toward maintaining and expanding the library, as do the fees collected by visitors. Within the walls of Dijishy, a sanctuary for the Disciples of the Creator also exists. Rumor has it that its architect modeled it after a larger one in the ruins to the east.

Mages & Sages: Because of the Great Sanctuary, Dijishy is temporary or permanent home to many sages, idealists, and crackpots. The city is home to Durvak Angklin, a dwarven engineer who designs impractical steam engines; Thorak, an illiterate native of distant Drhokker who has tried six times to "destroy the den of evil" with flaming oil; and Sender Elkin, a half-elf scribe who wishes to copy every tome in the library so she can take them back to her people in O'Par.

Underworld: A city this size has few problems with crime. Such criminals that do exist are minor con artists trying to sell worthless books or maps for outrageous sums

of money to pilgrims, fraudulent sages and fortune-tellers, and "guides" who agree to take adventuring parties to the Great Fissure and then flee with their money.

Interesting Sites: At the heart of Dijishy sits the oldest library on Tellene, a four-story building built of stone. Different styles of architecture clearly show that it has been enlarged several times. Entry into the Great Sanctuary of Knowledge is reserved for those who can afford it (10 gp per visit, or 1,000 gp for a lifetime membership), and for those who maintain it.

Eons ago, a great civilization sprawled across the lands to the east of Dijishy. Its might crumbled, the empire's cities lay buried below the Elos for untold generations before wandering Dejy nomads discovered them. Dijishy is now all that remains above the sands aside from the ruins to the east.

Special Notes: Followers of the Lord of Intuition come looking for sphinxes so they can trade riddles with them. Often, they find voracious heiracosphinxes, but fortunately androsphinxes seem to outnumber the other types. The city-dwellers sometimes make offerings to these sphinxes; they have an old oral tradition that a sphinx once saved Dijishy from a hobgoblin invasion.

Despite showing nothing but an expanse of sand on popular maps, Dijishy is a monster hunter's paradise. Leucrotta, gnolls, and yuan-ti prowl to the south; giant eagles, bugbears, ogres, and manticores live in the Elenon mountains; the Sliv Elenons breed kobolds, trolls, and wyverns.

Ehzhimahn, Spire City

Population: 8,500 humans. About 6,000 of the people are descendants of Meznamishii colonists, while the remainder are primarily Dejy and a few Brandobians.

At a Glance: The tall spires that give the city its common name clearly identify it on first sight. Only Ehzhimahn boasts such a huge proliferation of glimmering spires, domes, and cones on its buildings. The city has no wall, only high watchtowers that alert the city to possible danger.

Government: Originally a Meznamishii colony, Ehzhimahn gained its independence shortly after Fortnight's Battle. The leader of the revolt crowned himself Pasha, and his lineage has ruled ever since. Since that time, Pasha Wemahn Nhila has ruled Spire City for twenty-six years, an anniversary coincident with the birth of his eldest son, Wheren. Wemahn is a ruthless and controlling ruler who nonetheless believes he does what is best for Ehzhimahn's long-term health. Although he holds absolute rule over the city, his four sons continually challenge or undermine his power. Wemahn would openly kill his four sons–and he has attempted to do so more than once–but they have the backing of powerful merchants, guilds, or temples.

While Wheren is the heir-designate, he shows no signs of developing skills of Statecraft and Diplomacy. Instead, he prefers to develop his natural talent of prophecy at the Inevitable Order of Time. Doubt of the throne's future clouds the city while secret warfare and political subterfuge flourish between the various factions that attempt to wrest control from the Pasha.

Economy: The people of Ehzhimahn enjoy the benefits of a unique and exotic trading partnership. A tribe of mermen live among the coral reefs off the coast and relations between the two cultures are excellent. The mermen offer coral, shellfish, mother-of-pearl; when possible, they offer octopus ink or other monstrous by-products. They trade for worked goods of precious metals (gold is most prized) and for colored glass jewelry.

The Barrier Islands in the Whimdol Bay produce fruits and other food. These products feed the people in the city and the wandering Dejy tribes who visit. Although they produce a hearty amount of food, little of it leaves the immediate market.

Ships take products to ports across the Elos Bay and south to Svimohzia. Departing ships take the famous glasswares that make Ehzhimahn's name synonymous with excellent bottles.

Military: The Pasha entrusts the defense of his city to Svalinh al-Svalar, a veteran of both sand and sea. Despite his experience, Svalinh detests the open water and concentrates his attention on the land. Svalinh commands 75 footmen (leather armor, wooden shields, and scimitars), 50 light cavalry (studded leather, scimitar, and light lance), and 50 archers (composite bows, punching daggers, and bucklers).

Svalinh's main concerns are pirates and monsters from the desert. To defend against the former, he has ten warships at his command. Due to a lack of knowledge on his part, only three of these ships are at full crew and repair at any given time. For the latter threat, Svalinh has made agreements with nomadic Dejy tribes to alert him to any monstrous or military threats they encounter. Svalinh spends a great deal of time among these tribes and knows that they work to eliminate any threat they can; anything they choose to avoid deserves circumspection.

Temples: The Founder's Creation has the backing of the Pasha and considerable temporal powers as well. It controls the prestigious Architect's Guild, which contracts work for large buildings around the world.

Many religions prosper in Spire City, especially the Inevitable Order of Time, Church of Chance, the Fraternal Order of Aptitude, Assembly of the Four Corners, the House of Hunger, Impostors, the Courts of Inequity, Church of Endless Night and the Congregation of the Dead.

Mages & Sages: Spellcasters in Ehzhimahn belong to a single guild, called the Celestial Dawn. The Celestial Dawn supposedly includes all wizards and sorcerers in Ehzhimahn, since the Pasha requires all native and visiting wizards to join. The penalty for casting arcane spells without being a member of the guild is exile, enforced by the Celestial Dawn themselves (at risk of great fine should they fail to enforce it).

The Guildmaster is Veznos Dashemmi, a benign and grandfatherly man who reassures new members that membership in the guild serves no real purpose other than to keep a sort of census of spellcasters. He is sincere, but he thinks it best not to mention the clause that allows the Pasha to demand spells and services at no charge; after all, Wemahn rarely calls upon outsiders without dire need.

Underworld: Thieves are common, although most rogues in the City of Spires are freelancers. A minor guild, the Breath of the Djinn, specializes in burglary of tall buildings. Its guildmaster is Minis Kopar, the son of a Kalamaran merchant shipwrecked in the Whimdol Bay fifteen years ago. Guildmaster Minis uses spells to enhance the ability of his rogues– *invisibility, levitate, cat's grace,* and *darkvision* are the favorites.

Interesting Sites: Whimdol Bay is the site of a thriving kingdom of merfolk. This kingdom, Naeasquatila, has been a vital part of Ehzhimahn's economy, but one that they prefer to keep secret. The merfolk fear that too much human contact might spoil their culture. Fortunately, the difficulty of reaching them prevents nearly all contact, except when the merfolk wish to initiate it.

Special Notes: Ehzhimahn's two lighthouses–one on an island in the bay, and the other on the southwest side of the city–are objects of veneration for several of the nomadic Dejy tribes in the area. They see them as symbols of the Eternal Lantern, and a dusk vista at Ehzhimahn often includes an outlined column of mounted Dejy on the horizon.

Colony of Miclenon

Population: 15,700 Brandobians, pure Dejy, and others who show heritage of both.

At a Glance: The architecture of Miclenon is purely Brandobian, and many wanderers approaching out of the Elos Desert would swear they were horribly lost on first sight of the city.

Government: Brandobian explorers founded Miclenon. They came ashore to re-supply their stores with the figs and dates that grow abundantly here. After the break-up of the Brandobian Empire, the city of Miclenon declared allegiance to Eldor.

Miclenon remains a colony of Eldor to this day and the people show little inclination to change their colonial status.

A governor, appointed by the Eldoran king and then approved by a general vote oversees Miclenon. The governor serves a term of fourteen years during which his main job is to supervise the collection of taxes and send them back to Eldor. He must also settle all legal disputes and ensure the peace. At present, a strong governor named Coldon rules here, and he claims many miles of the desert in the name of Eldor.

Economy: Many ships traveling up Elos Bay from the Straits of Svimohzia stop in Miclenon to re-supply and trade their wares. Miclenon is also on the main overland trade route that runs along the great Elos Road. This provides the Governor with additional opportunity to collect tariffs and taxes. The colony relies heavily on the regular trade with Eldor and suffers greatly when pirates in the Straights of Svimohzhia prey on these trade ships.

Miclenon's principal importance to Eldor and her trading partners is the wealth of figs, dates, and olives that grow there. The city also makes hazy glass that nonetheless fetches a fair price in Bet Urala, Baneta, and Bet Seder. In return, Miclenon always needs more horses to replace those that fall to the elements or battle (the only mounts available locally in any quantity are cantankerous camels and rugged desert asses).

Military: Miclenon's tiny army struggles to defend the city-state. This weakness is yet another reason to maintain close ties with Eldor. A company of 150 light cavalry (large wooden shield, lance, and scimitar) and 125 heavy infantry (lamellar armor, longsword, and large shield) make up the army, patrolling often because the broken lands around the

city provide for scant visibility landward. The two commanders, Sir Nurband, and Sacremor only abide each other's presence when necessary. Nurband's pretentiousness and Sacremor's stubbornness keep the two from working together, making a bad situation worse.

Most civilized nations will not attack Miclenon, for this would mean declaring war on Eldor herself! Nevertheless, kobold tribes from the Elos Desert attack the city every few years. The army handles the diminutive kobolds without much loss, but hobgoblin or gnoll reinforcements break through the human lines or resist the cavalry charges often enough to inflict heavy damage. The city's militia, up to 500 strong, must be called upon to help with any determined attack. The frequency of this desperate measure has inspired Coldon to repeatedly ask for a larger permanent garrison of Eldoran regulars.

Temples: Temples in the city tend to be solid stone buildings with elaborate stained glass windows and spacious one-room interiors. Major faiths include the Halls of the Valiant, the Home Foundation, the House of Solace, the Face of the Free, the Founder's Creation, and the Assembly of the Four Corners. The Landlord, The Watcher, Risk, and The Emperor of Scorn all have disorganized followings as well.

The Temple of the Stars is very popular with both visiting seafarers and the nomadic Dejy tribes who wander the desert. The temple doubles as an inn where visitors may stay for the fee of either 2 sp (on the stairs, underneath the cover of a wide balcony), a day's work (the same housing, but it costs no coin), or 8 sp (for a shared monk's cell indoors and two meals).

Mages & Sages: A burly sorcerer named Urfanc appears to have ogre or some other humanoid blood in his heredity, but he is pure human. Urfanc is flashy and shrouds his techniques in mystery and show.

Altamir began as a court jester in Dalen until the court wizard noticed his talent and taught him the basics of magic. Altamir is currently on assignment in Miclenon, teaching the military commanders how to make best use of their gold in an effort to appease Coldon's requests for reinforcements. He knows his material, but he is not welcome.

Underworld: The underworld has a small cell of rebels who wish "to free themselves of the Imperial yoke" as they call it, but sensible folk refuse to listen to talk about independence. For the time being, Miclenon is firmly Eldoran.

Other dissidents include a band of thieves numbering around twenty who make it their duty to separate the governor from his taxes. These people do nothing so heroic and foolish as to return the taxes to the poor; they keep it for themselves. Coldon has offered a reward of 1,000 gold pieces to anyone who brings him the leader of this band, dead or alive (*speak with dead* works at least as well as interrogating the living).

Interesting Sites: Miclenon's shores have numerous limestone caves that soldiers try to keep clear of dangerous animals and monsters. Despite frequent forays into the caves, new creatures appear regularly. On the other hand, the presence of monsters deters pirates from using them to hide booty or bury bodies. The soldiers have discovered ghouls, giant ants, troglodytes, and other hazardous creatures.

Special Notes: Micleneon, despite its political and economic loyalty to Eldor, fiercely maintains its own culture. The people have nightly fireside dances that harken to primeval times with the intensity of their erotic themes. Hunters make sacrifices before venturing into the broken terrain north of the city. Adventurers might discover a lion cult and its shape-changing leaders at the heart of the city's social leadership, find ancient mummies dried by natural weathering in the desert, or encounter animal spirits that are angry at recent human intrusion into their homes.

Shrogga-pravaaz, City of Giants

Population: 5,500 humans, kobolds, hobgoblins, gnolls bugbears, and a handful of ogres.

At a Glance: The city has a mixture of buildings sized for humanoids as small as kobolds and as large as ogres side by side. The gates are massive and ominously suggest that even larger creatures might reside inside.

Government: Shosan-haasav, a kobold shaman, rules the city as mayor. The mayor answers to the kobold chieftain Drossen-malak Traaggar. The mayor enforces his will by a combination of spell power and loyal followers. As a last resort, he can call upon the wrath of the kobold chieftain, but Traaggar has been known to side against a mayor before and throw him to the lions in the city's arena.

Economy: The city sits near a rich collection of mines that produce one of the world's greatest concentrations of gemstones (bloodstones, opals, amethyst and especially onyx). For these valuable resources, the kobolds ask for lumber, food, textiles, and wines. Their largest trading partners are Prompeldia, Norga-Krangrel, Bet Urala, and the huge trade cities of Svimohzia. Merchants traveling the Elos Road purchase water here. Kobold merchants also take casks of water into the dozens of villages in the interior.

Primary trades include gemcutting and jewelry-making. If piracy counts as a trade, Shrogga-pravaaz has its share of masters and eager journeymen.

Military: A mercenary force of 125 hobgoblins and humans is on permanent commission in the city (at least, it has been since 530 I.R.). Ironically, this mercenary group has greater morale and professionalism than many regulars. The hobgoblins are often deserters from Norga-Krangrel and bring with them that nation's vigorous military training. The humans are usually former pirates (some of whom began as soldiers in Tokis originally).

The soldiers are individually powerful and their favorite tactic is to appear to break ranks as an enemy approaches, inviting a premature charge. The skilled warriors disable their inferior enemies and then reform, dividing the enemy ranks and severing communications. Captain Rolakk pays his soldiers well and they are nothing if not loyal to the highest bidder.

Shosan-haasav's personal bodyguard could overpower some small units alone. He handpicks his kobolds for skill with blade and loyalty, while he chooses his ogre bodyguards based on size and stupidity.

Temples: The Way of the Berserk, the Temple of the Stars, the Temple of the Three Strengths, The Landlord, the Church of Chance, the Church of Endless Night, the House of Hunger, the Temple of Strife, and the Conventicle of Affliction have the largest followings in Shrogga-pravaaz. The Prince of Terror is influential among both natives and transients as well.

Temples attempt to ask for outrageous "tithes"–some as much as 50% of a person's income. Few receive this amount even from the most faithful of followers. Temples are not exempt from taxes of their own, but the prevalence of this tithe collection has encouraged the boldest of con artists to pose as clerics and attempt to collect tithes in the name of a god not represented by an established temple.

Mages & Sages: Wizards in Shrogga-pravaaz are targets of theft because the superstitious natives believe them to be replete with magical items. Their books, weapons, and even clothing are likely to be lifted and spirited away as soon as they are out of the wizard's sight for a moment. Therefore, wizards tend to disguise themselves by carrying cutlasses and bucklers and pretending to be pirates. Grahahn Sepiter is an exception to the rule. After allowing a would-be thief to escape all the way to the nearest market, Grahahn expertly singled him out with a *lightning bolt* that left nearby merchants (and pickpockets and con men) with their hair on end but unharmed.

Underworld: The mines are full of stories about miners who kept gems the size of a fist without reporting them and retired. The mine owners do not stop the stories because they inspire hope and keep morale high, but if any thief is so bold as to attempt holding back on gems, the criminal is publicly executed within hours.

Oora is one thief lucky enough to elude them so far. Oora discovered a flawless gem and planted it on her husband, a drunken sot who was lucky to dig a foot a day and took all of her hard-earned bonuses. Since the guards all knew he did not work, they did not bother to search him. Once out of the mines, she gave him one last kiss–just long enough to retrieve her jewel–and never entered the mines again.

Interesting Sites: Drossen-malak Traaggar and the majority of the Kobolds actually live just west of Shrogga-pravaaz in a stretch of limestone canyons carved by long

Brigandine Armor

Brigandine armor is a medium armor that encloses sturdy metal plates between strips of leather for a comfortable suit of armor that resists corrosion well while providing some measure of protection. The arm and leg pieces use smaller metal plates, sacrificing protection for mobility.

Brigandine adds +4 to AC, gives -3 check penalty, has 20% chance of spell failure, has maximum Dexterity bonus of +3, 20 ft. movement, and weighs 30 lbs. It costs 120 gp or 270 for a masterwork suit.

dead rivers. There, sustained by vast water-filled caverns, they work mines that extend much deeper than the kobolds can mine them. The kobolds on the lowest worked levels nonchalantly toss out husks of dwarven miners from long ago that were instantly mummified without even considering what caused the desiccation of the bodies. Few races other than kobolds could work the diminutive mines (4 feet high by no more than 3 feet wide).

Special Notes: Like other cities populated mostly by evil citizens, walking into Shrogga-pravaaz does not mean instant death for adventurers. It does, however, mean that they cannot rely on authorities to protect them if they are offended or threatened, nor are they likely to be able to rely on benevolent clerics who might cast life-saving spells on them without large amounts of cash being handed over up front.

Topography of the Young Kingdoms

WOODLANDS

Ashul Weald: This mundane forest is located just south of the Ek'Ridar River in the Norga Tors. Few indigenous creatures remain, as the hobgoblins have indiscriminately hewn large tracts.

Brindonwood: Thick copses of birch and fir trees line the shores of Shadesh Bay. The summers produce a spectacular bounty of myriad types of berries. The region is a mecca for northern Dejy tribesmen who hold pagan rituals within these woods during the summer solstice. Many elves live within the eastern portion of these woods, but orcs inhabit the northwestern reaches.

Kalalali Forest: Lying on the Renador River and bordered by the lands of Pekal, Ek'Kasel, Ek'Gakel and Paru'Bor, this ancient forest is dotted with scores of lakes, some of considerable size. A wide variety of both trees and faerie folk can be found in the forest. On the shores of the largest of the Renador Lakes is the elven city of Cilorealon. Those fortunate few who have been able to wander its streets remark that they have never seen such beauty.

This forest has always been under the patronage of the elves but was only recognized as such by human folk after Fulakar's troops were humiliatingly defeated in their attempt to subjugate the elves during their great westward expansion. The elves watch trespassers from afar to gauge their intent. Those of baneful disposition are likely to see the very forest come alive with wrath in its heart, as the would-be foresters of Ek'Kasel can attest. The elves' purpose is to frighten away such intruders rather than to harm them.

After centuries of isolation, the elves have taken a more active hand in the lands surrounding the Kalalali. The first such action was the revolt of Pekal. The elven council trained Lamnian Endremin and his followers, provided them with arms, sent scouts to gather information on Kalamaran troop movements and locations, and finally coordinated the revolt. To this day close ties exist between the two nations. The elves also aid the benevolent Prince of Paru'Bor by sending scouts to assist his border troops. The realm of Ek'Kasel is distrusted and a watchful eye is kept upon her activities.

Cilorealon

Population: 6,800 wood elves and 3,100 high elves. No humans live in the city of Cilorealon, but the elves often entertain guests of various woodland races. A couple of hundred humans do live in the area claimed by the elves outside of the city.

At a Glance: Elves are masters of integrating nature and their buildings. Their homes are built around trees rather than cutting the trees down, and most of the brightly-colored homes have tall trellises and gardens all around, excepting a footpath or brick walkway.

Wooden footbridges carry pedestrians over small ponds, high terraces look down into lush gardens, and boats drift lazily down sluggish streams. Along with the geese, chickens, ponies, dogs, and ducks one might expect to see in a town, visitors see animals normally considered wild: quail, chipmunks, squirrels, deer, rabbits, and even an occasional bear.

Government: King Sendir enjoys an absolute rule any human monarch would envy. He has no council to whom he must report, nor do his nobles vie with him for scraps of power. His word is absolute and his commandments generate immediate results.

The King has this power because the elves know that he invokes it only when grave danger threatens the kingdom. If the King abused this power, he would lose it before evil could result. Sendir's last major pronouncement was an order to send aid to the humans in Pekal when they rebelled against the Kalamaran Empire 107 years ago.

Economy: The elves do not trade much with humans, but they are quite willing to visit remote demihuman settlements with their beautiful goods, asking for tools, foreign foods, and cloth.

Military: War bands of lightly-armored scouts (archers, bards and rogues, often led by rangers) patrol the borders. If they discover intruders, they send a runner back to the city and attempt to unnerve the invaders by making noise, using flashy magic, or by killing pack animals. The patrols do not hesitate to use harsher measures against stubborn intruders.

Harsher measures include mobilizing the larger military forces kept in the city: mounted warriors supported by wizards. In case of emergency, they have

treant allies, a powerful druid keeps a sacred grove nearby, and a dozen nests of giant eagles helps out when necessary.

Temples: Temples in Cilorealon include the Home Foundation, the Church of the Life's Fire, the Parish of Love, the Temple of the Patient Arrow, the Church of the Silver Mist, the Temple of Enchantment, and the Church of Chance. The elves do not tolerate the open worship of evil faiths.

Mages & Sages: The high elves here consider magic an art like any other, to be appreciated for its splendor. The wood elves consider it a craft meant to be used as a tool, which the craftsman is perfectly welcome to design with as much or as little beauty as he wishes.

Ilistar the Songstress is a dabbler in magic who embodies the high elven ideal. She blends magic into her performances in the forms of phantom sounds and visual effects. Her unearthly beauty, musical skill and artistic talent make her one of the most popular elves of the race.

On the other hand, Ruwana the Dark makes her reputation based on her success in defending the city's borders from humanoids and other unwelcome intruders. She prefers simple, direct spells that incapacitate a single opponent to those with "messy and noisy" effects such as *fireballs* or *lightning bolts.* Given the chance, she *polymorphs* an enemy into a squirrel or *reduces* him small enough to fit into a sack. Ruwana is laconic and subdued in demeanor, but her dark skin, heavily muscled frame and fondness for gold jewelry leave a striking impression on those who meet her.

Underworld: The underworld, such as it is, consists of the practice of evil faiths and a few larcenous individuals. The elven King ignores seditious words, but the punishment for physical rebellion is exile.

Interesting Sites: The whole city is of interest to those who admire beauty and peace. Worthy of mention is a druidic grove in the middle of the "city." A ring of holly trees around a cool spring makes up the grove, which is a popular meeting place for the druids in this part of Tellene.

Special Notes: The city is directly east of Kalaleta. Its position makes it invisible to traffic heading up or down the Renador River and the distance makes it unlikely that curious Kalaletans will discover it accidentally.

Kalokopeli Forest: This large, yet sparse, woodland is more a collection of copses interspersed by glades, than a true forest. The Banader River cuts a broad swath through this area. Many halflings dwell here, as do some high elves. The region is domesticated, peaceful and serene.

WETLANDS

DuKem'p Swamp: The Banader River flows through a natural depression known as the DuKem'p Swamp. Despite becoming quite shallow, the river is fully navigable through this marsh. The fen stretches outward from the banks of the Banader for over twenty leagues and is often fifteen leagues in breadth. Giant leeches are common to portions of this swamp. Outlaw bands of men and humanoids are transients at the drier edges of DuKem'p while lizardfolk are known to populate the interior. Black dragons occasionally roam in the northeastern areas of the swamp.

Tharakka Morass: On the Ek'Ridar River in the lands of Norga-Krangrel lies this dark, overgrown swamp. Giant willows shade the region so that a permanent gloom is pervasive. Even stalwart hobgoblins will enter this region only in well-armed companies, as great peril lies within.

MOUNTAIN RANGES

Elenon Mountains: See Brandobia

Krond Heights: See Brandobia

Legasa Peaks: See Brandobia

Sliv Elenon Mountains: This barren southerly nub of the Elenon range marks the western extension of the Elos Desert. Gold and silver are reputed to exist in great, easily accessible quantities. If this were true, it would explain the prosperity of Pel Brolenon.

HILLS

Adiv Hills: These hills are patrolled by both Korak and P'Bapar. Thus, they are generally safe to travel. Numerous homesteads are located here with the herding of sheep and goats the primary occupation. Humanoid incursions, though infrequent and met with swift retribution, lend the area a dangerous reputation amongst the citizens of P'Bapar.

Norga Tors: These foothills of the Elenon Mountains run south from the Ek'Ridar River to the Silv Elenon Mountains. They are arid and little vegetation grows upon them. Rugged herd animals are the only large creatures known to live in these hills.

Sanakir Hills: These hills lying north of P'Bapar are claimed by Archduke Weldril Bandran, but any hold he might exercise ends abruptly at Crag Keep; a castle located about a day's ride north of the city. While the area between these two havens is settled, albeit principally by shepherds, the hills north of the keep are simply too dangerous. Worgs from the Shashyf Hills often wander south as do packs of their smaller kin.

Shashyf Hills: These lonely hills run north untold leagues alongside the eastern slopes of the Krond Heights. The Shashyfs are reportedly home to an enormous goblin kingdom, descendants of those that rebelled against Kruk-Ma-Kali and sought refuge far beyond his grasp. The cold, dry hills reportedly yield high quality iron, copper and silver, but the worgs that roam freely discourage further investigation.

Sliv Elenon Rise: These hills mark the southeastern edge of the Sliv Elenon range. Run-off from the mountains provides water for the desert nomads that frequent these hills. Unfortunately, the herdsmen's flocks also attract dangerous predators from the Sliv Elenon Mountains. Some gold is available for those that are brave enough to pan the streams. The caravan route that runs along these foothills is used mostly by Pel Brolenese slavers, traveling to Norga-Krangrel. Escaped slaves sometimes hide in these hills, traveling toward the City-State of Dijishy and freedom.

DESERTS

Elos Desert: This low-lying coastal plain is remarkable in that most of its surface is covered with crusty salts, the residue of a bygone era when the sea covered this plain. The shelter of the Elenon Mountains precludes all but infrequent rainfall, rendering this area a bone-dry desert. Scrubs, brush, cacti, yuccas and an occasional hardy tree dominate the flora. Despite this harsh climate, several large bands of Dejy nomads are known to dwell in the Elos.

The Great Fissure: Near the western limits of the Elos Desert is an enormous crack in Tellene's crust. Whether it is a natural fault line or the work of a long ago river is unknown. Bold adventurers returning from expeditions to this area report finding artifacts of an ancient culture.

Nickel Basin: A five league wide basin located in the southeastern Elos Desert. Ores found within, when alloyed with iron, form steels whose hardness rivals mithral. A curse is said to lie on this crater as those who spend time within it are known to fall victim to a wasting disease. Formorian giants are said to dwell herein.

BODIES OF WATER

Elos Bay: See Kalamar

Renador Lakes: These large shallow lakes, situated within the Kalalali Forest, are dotted with numerous islets. Fisherfolk inhabit some, living the way they have for the past hundreds of years. Fish are plentiful.

Shadesh Bay: This lonesome inlet is little explored owing to the fact that a small glacier on the western slope of the Deshada Mountains deposits small but numerous icebergs into these chilly waters.

Whimdol Bay: This bay is bounded entirely by the Elos Desert. Sailing its waters is hazardous to all except the most experienced sailors as numerous halite shoals lurk but a mere fathom beneath her surface.

Salt Atoll: Within Whimdol Bay, there exist reefs and atolls comprised entirely of halite (rock salt). These attract monsters who need the salt.

RIVERS

Banader River: Navigable as far upstream as DuKem'p Swamp, this river is a primary trade route for the Young Kingdoms.

Ek'Ridar River: The southern banks of this river traditionally mark the limits of the Elos Desert though, in truth, one must travel over three dozen leagues further south until that arid climate is reached.

El'Korek River: This tributary to the Ek'Ridar river is quick flowing and has numerous dangerous rapids until it descends to the Ashul Weald. It widens and settles down considerably at Ashakulagh.

Renador River: This pristine river flows west from the Kabela Downs, through the Kalalali Forest. It empties into the Banader River just north of the Kalokopeli Forest.

Lake Jorakk
Jorakk Mountains
Torakk
Lake Adesh
Vrykarr Mountains
O'Par

Chapter 5
The Wild Lands

From the cradle of civilization, the peaceful Fhokki people wandered across the land bridge to the main continent. To escape the more hostile tribes of early humans, the Fhokki traveled north to the sub-arctic regions west of Lake Jorakk. There, in the harsh environment, they quickly developed a close-knit society where the people relied heavily upon one another to survive.

Wild game (caribou and reindeer) was plentiful in the summer and early fall, and during those months, every able Fhokki male over thirteen years of age participated in the hunt. The Fhokki domesticated wild dogs to help them hunt, but due to limited resources, they had only wood and stone weapons. The women foraged for berries and similar edible food. The Fhokki learned to smoke meat for the long winter months when the game animals migrated south and there was little to eat.

During the next several generations, a minor ice age changed the climate. Heavy snowfall and extremely cold temperatures became prevalent throughout the year. Life was harsh and the Fhokki leaders were faced with two options: migrate south, which meant war with the tribes they had fled from; or remain behind and face almost certain death. Many did not wish to fight those they had fled from, whatever the cost. The leaders were split; and those who opted to move south began to amass an army. Half of the Fhokki set off southward in search of a more suitable homeland.

Southeast of their homeland, they encountered a group of Dejy people. The relatively docile Dejy were taken by surprise and easily driven back east across the Drhokker plains and into the northern edge of the Khydoban Desert. This mass of Fhokki migrators then divided into two distinct groups.

The smaller of the two groups, the Skarrns, moved south and reached Reanaaria Bay on the eastern edge of the Vrykarr Mountains. Having found a more suitable environment, this group settled along the northeastern coast. The Bay's shores had a seemingly unlimited supply of food and natural resources. Further south, they encountered the Reanaarian people and established a peaceful trade relationship. They explored west into the foothills and low peaks of the Vrykarrs. There, they encountered giants warring with dwarves and gnomes. The Skarrns befriended the smaller demi-humans and helped push back the giants. This conflict continues off and on to this day.

The larger group of Fhokki, the Drhokkers, wandered north to the southern part of the Rytarr forest. There, they found abundant game and settled down to a lifestyle very similar to the one they had known in the northern plains. But with game so plentiful, the close-knit society these Fhokki once knew slipped away. A great curiosity began to overtake the people; a curiosity of the world beyond theirs.

Since the Drhokkers could find food with minimal effort, small bands set off to explore the new terrain. They spread out into the forest and found the bountiful waters of Lake Jorakk. Their influence also spread east to the edge of the Narrajy Forest. They developed an agriculturally based society and domesticated the wild horses from the vast herds living along the Jendasha River.

In the north, the Fhokki that remained eventually fled the cold of the northern plains and migrated east to the Jorakk Mountains and the north shore of Lake Jorakk. Tribes of orcs that had already claimed control of the area thwarted their attempts to settle here. This new threat, combined with news of the success of the first migration caused many of these remaining Fhokki, known as the Targgas, to travel south.

The Targgas encountered a group of Dejy people who were their equals in combat. The toughness imparted to the Fhokki people by their harsh environment proved to be the edge they needed to win the war with the Dejy people. After several years of combat, the Fhokki finally managed to push the Dejy southwest. The surviving Fhokki, tired of war, settled in the game-rich areas of the Shynako Hills.

There the Targgas intermixed with friendly local Dejy tribes and became known as the Thars.

The Fhokki people who stayed behind, the Torakkis, were forced to flee from the numerically superior orcs. The orcs did not pursue, however, because they were preoccupied with a large tribe of ogres that had moved into the area. The Torakkis headed back to the area they once called home only to find humanoid inhabitants. Now faced with certain death, they launched an all-out assault upon the humanoids. The war lasted just over three years and ended with the humanoids being pushed all the way back west to the Khorren Woods. After the war, the Torakki controlled most of the northern plains as well as the western shores of Lake Jorakk. By this time, the ice age of the northern plains was breaking. Soon the vast herds of game animals returned to re-inhabit the once-frozen plains. The Torakkis saw this as a reward for their stalwartness and claimed all the northern plains as the sacred homeland of the Torakki people.

The Torakki viewed the receding ice age as proof that the gods had chosen their people to inhabit this fertile area. They scorned those Fhokki who had migrated as weak and faithless. While all Fhokki can trace their heritage to the same ancient tribe, there remains a definite distrust, even a dislike, between the Torakki and the other tribes.

Lands of Drhokker

Drhokker (estimated population one million) is not actually a nation, but rather a loose confederation of towns and villages sworn to a pact of mutual protection and economic gain. The towns and larger villages occupy the northern stretches of the Jendasha and Jorakk Rivers, but smaller villages exist throughout the outlying areas.

The Lands of Drhokker cover the vast area of plains from the Rokk Woods to the northern tip of the Narrajy Forest, and from the southern edge of the Rytarr Woods to Lake Adesh. However, the Lands' actual borders are in constant dispute. This is because Drhokker's military power is concentrated along the Jendasha and Jorakk rivers. Thybaj claims the southern portions of the two rivers and Skarrna claims much of the Rokk Woods and the south-eastern plains.

Fhokki tribesmen settled Drhokker by pushing all but one of the previous occupants, Dejy tribes, to the east and south. The Drhokkers allowed only the Dejy horse clans to remain. Tired of fighting, they permitted the peaceful Dejy clansmen to graze their horses on the Fhokki land. The Drhokkers began to settle the fertile land as farmers and herders. With the plenitude of fish in the mighty Jorakk and Jendasha rivers, fishing villages began to appear along the banks.

Narr-Rytarr merchants began sending their goods and raw materials up the Jendasha to trade with Thybajy merchants for textiles and precious metals. As a result, the Drhokker fishing villages along the trade route quickly grew into larger villages and towns. Many villages were little more than a collection of warehouses and marketplaces where people came to trade. The townspeople became the middlemen and soon charged fees for use of the river, docks and warehouses.

The fees varied from town to town as each one competed for the passing business. The competition grew fierce. Saboteurs destroyed docks and wharves of their rivals to lessen competition. The destruction escalated into razing of entire villages.

In an effort to end the madness, a mayor of one small town, Brottar Tharokken, suggested that all the towns set a standard price for services and facilities. Most of the towns' leaders agreed and united under a treaty, the Pact of Tharokken. The land was finally at peace and the people prospered greatly. That is, until the Wars of Discord.

While the Dejy horse clans wintered near the Narrajy Forest, the Minions of Misfortune attacked from within a blizzard. The Minions drove back the vastly outnumbered horsemen. Many clans were annihilated entirely. Those that survived retreated to the Jorakk and sought alliance and refuge with the Drhokker. The Pact members agreed to offer shelter in return for a share of the clansmen's jealously guarded mounts and the services of the most skilled Dejy warriors. The Minions besieged the river towns for two months by calling down blizzards and driving rain. Finally, with the aid of Skarrna, Thybaj and demi-humans from the Vrykarrs, the Drhokker defeated the Minions and drove them back into the Khydoban Desert.

Today, as a result of their alliance with the Dejy horsemen, Drhokker, with the exception of the horse clans themselves, has the finest cavalry on Tellene. Drhokker ranchers now sell and trade these horses to their neighbors. Before each sale, the selling merchant will neuter the horse, thus allowing Drhokker to remain Tellene's sole source of heavy war-horses. Of course, the Drhokkeran plains are home to wild horses of all types and sizes. But those must be caught and broken, a near-impossible chore, indeed.

A variety of races and religions make their homes in the Lands of Drhokker. On rare occasions one will encounter a dwarven caravan from the Vrykarrs, but demi-humans are not very prevalent. The Temple of Stars, the Face of the Free, the Thunderer's Temple, Temple of the Patient Arrow, the Order of Life and the Church of the Life's Fire are among the favorites of this diverse population. The Way of the Berserk and the Temple of Sleepless Nights also have a sizable number of worshippers within Drhokker.

Drhokker has no one leader and the Pact of Tharokken remains in force. The Lands of Drhokker also have no standing army. But the land is not undefended, for, after approval by the Council of the Pact, Drhokker can muster approximately 6,200 cavalry and 1,500 hobilar.

Nythok

Population: 5,000 Dejy and about 500 Fhokki

At a Glance: Nythok hardly qualifies as a city by civilized standards. Thousands of people live in sewn tents; few have permanent homes at all. Oxen and horses outnumber the people several times over. The Fhokki minority live in sod versions of their traditional log homes, except for a fortunate few who have purchased lumber from river merchants. Tools are stone among the Dejy, tin or bronze among the Fhokki.

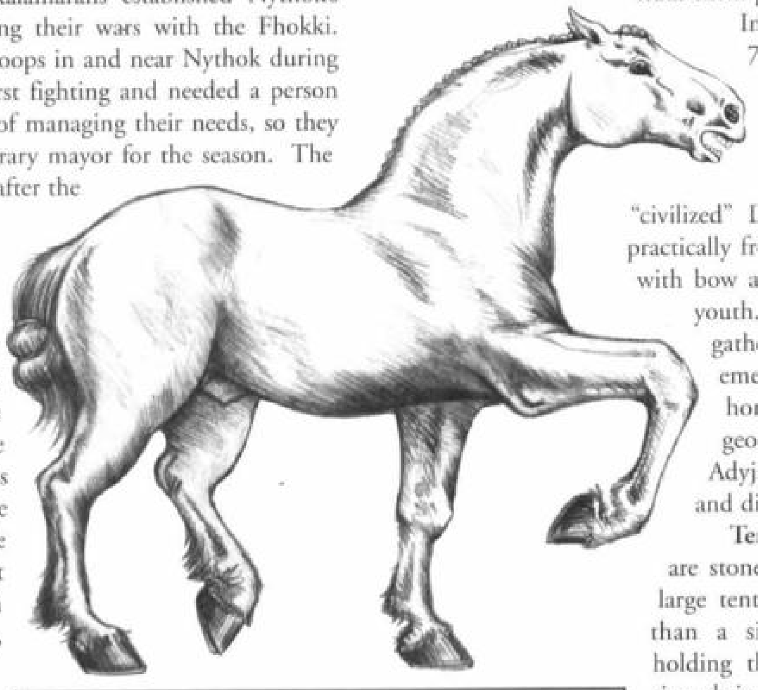
Government: The Kalamarans established Nythok's present government during their wars with the Fhokki. They quartered 40,000 troops in and near Nythok during the season before the worst fighting and needed a person and bureaucracy capable of managing their needs, so they made a local Dejy temporary mayor for the season. The Dejy retained the system after the Kalamarans left.

Mayor Cheun has ruled the city for twelve years. Both Dejy and Fhokki admire him greatly for his proven courage and skill on the battlefield, but some citizens fear that his successes might encourage him to engage in battle when diplomacy might triumph in order to earn greater glory. Certainly, he does not fear battle.

Economy: Nythok is one of the export centers for the monstrous horses bred on the Drhokkeran plains. The difficult part of the trade is knowing in advance what the Dejy horse clans need. They rarely accept coins, and merchants can safely assume the need for some foodstuffs, but anything more specific is a guess. Sometimes the Dejy need runs to fresh fruits, sometimes they ask for foreign wines, and on rare occasions, they demand scarce and valuable medicines. Regardless of the item demanded, the price is always high.

Mennas Kamarr is a Tharggy merchant who has chosen to remain in the city to learn more about how the Dejy think. He hopes to be able to provide his merchant house with valuable information that could strengthen their bargaining position. For now, he finds the Dejy independence admirable yet frustrating. These people need nothing that they cannot find for free on the open plains.

Military: The city keeps 130 mounted warriors (hide armor, shield, scimitar, and short composite bow) active and ready at all times. These troops have been blooded in skirmishes against rogue Slen and various tribes of humanoids sneaking through the Rytarr, dire wolves and the rare monstrosity prowling the Kannej Swamp. Cheun leads them personally into battle.



In only a few hours, over 700 more troops can find weapons and horses. This extremely quick mobilization is possible because even these "civilized" Dejy know how to ride practically from birth and all practice with bow and scimitar during their youth. The person in charge of gathering this army in case of emergency is Adyja, a calm horseman who knows the geography within 500 miles. Adyja worships the Traveler and dislikes living in the city.

Temples: Nythok's temples are stone buildings designed like large tents. They are little more than a single room capable of holding thirty worshippers and a tiny shrine. The Temple of Stars, the Temple of the Patient Arrow, the Way of the Berserk, and the Temple of Sleepless Nights has clerics who lead services in Nythok. The Church of the Life's Fire and the Face of the Free share a temple, although each faith has its own cleric.

Mages & Sages: Mages spend as little time in Nythok as possible. The barbarians who live and trade here mock them at every opportunity. Instead of the fear that many ordinary folk feel, the Dejy think wizards are cowardly and weak. A wizard who can ride for a hundred miles nonstop, like any normal twelve year old boy among the Dejy, might earn a grudging respect.

One wizard to pass this test is the robust Dadorj, a man of diverse talents. He can swim (another skill rare among the Drhokkeran Dejy), read and write, and drink the most potent mare's milk ever fermented.

Drhokkeran Charger

SZ L (animal); HD 5d8+15; 38 hp; Init + 1 (Dex); Spd 40 ft.; AC: 14 (-1 siz, +1 Dex, +4 natural), Atk: 2 hooves +6 melee; bite +1 melee, Damage hoof 1d6+4; bite 1d4+2; Face/Reach 5 ft. by 10ft./5 ft.; SV Fort +7, Ref +5, Will +2, Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6; AL N; Skills Listen +7, Spot +7.

These massive horses are the largest mounts bred on Tellene. Only a Drhokkeran charger can easily bear the weight of a man or hobgoblin in full armor with barding, tack, and equipment in battle. Consider them heavy warhorses for carrying capacity and training.

Underworld: Dejy punishment is quick and brutal. Thieves are stripped of belongings and exiled ("set out on foot" is a Dejy expression for a person who has died or left the plains for civilized lands, since they see no distinction between the two). Rapists or murderers are tied to stones and drowned. They recognize few other crimes.

Interesting Sites: Nythok has almost no outstanding features whatsoever. The Kannej Swamp is fairly safe with local hunters far more common than anything dangerous. Visitors rarely stay longer than a single night in this drab city.

Special Notes: The food is another reason visitors skip Nythok on their way east to the Jorakk basin or north to Varmorr. The Dejy eat raw foods that other cultures consider inedible. Grasses, thin slices of water fowl, and an assortment of fish from Lake Adesh all end up on plates uncooked.

Trarr

Population: 5,500 Fhokki

At a Glance: A spiral wooden wall encircles the crowded and rank loghouses of this Fhokki city. An odor comes from the constant tanning in the city's common area, which serves as both work area and market. The wall has a single entrance that stands open at night, only closing in case of attack. The gate is thick and freezes over seasonally, so it might not close the next time it is needed.

Government: A Fhokki duke named Aggdar rules from retirement, allowing his pliant son Urred to bear the responsibilities of daily duties. Urred refuses to believe that his father has any influence on him, although he rarely goes against his father's wishes. Recently, Urred has been secretly meeting with an old crone who worships the Fate Scribe and falsely claims to be a member of the Prophets.

Trarr is currently on the brink of war with Gothmerr over an insult from Gothmerr's lord, Count Tharnak. Tharnak had agreed years ago that his son Egrek would marry Aggdar's oldest daughter, Tavve. A week before the wedding, Egrek snuck out in the middle of the night to marry a household slave. Tharnak shrugged off Aggdar's outrage at the affront, claiming "Egrek makes his own decisions. Your brat should try it one day." The flame of war smolders, but for now hostilities are limited to harsh words between traveling merchants and landowners near the border between the two cities.

Economy: Trarr relies on river trade from the Jorakk to bring goods from warmer climates. Lamp oil, pitch (for sealing log homes), barley, millet and vinegar are welcome goods, but wheat is always the best product for merchants to bring. The citizens of Trarr can't get enough wheat.

Sturdy buffalo skins make excellent leather products, including armor, saddles for the Drhokkeran horses, and backing for heavier armors. Workers also make sheaths, helmets, and other martial gear for sale, keeping mundane items for local use. Halmak the Thrice-Risen has acquired a modest reputation as a leatherworker along the Jorakk River; he makes masterwork items for soldiers and adventurers on demand.

Military: Trarr depends on 120 large and strong men in chainmail with axes and greatswords for defense. They swear loyalty to Sturr, an energetic man who lost his right arm in his first battle, 15 years ago. Sturr carries his greatsword in a single thick paw now, hammering away at his enemies with unmatched vigor.

Realizing that even the powerful warriors were no match for a mobile force on horseback, Sturr reached an agreement with a mercenary band known as the Silver Soldiers. They number 30 light infantry (leather armor, throwing axe, and light flail), 45 archers (leather armor, longbow, and dagger), and three wizards. The wizards each specialize in a different area: one in offense, one in defense and another in divination and communication. These soldiers answer to Rattak, a somewhat greedy leader who has yet to face a serious challenge.

Temples: The Way of the Berserk, the Parish of Love, the Church of the Silver Mist, the Thunderer's Temple, the Order of the Passionate One, and the Church of Everlasting Hope. The most vocal and visible cleric is the Brandobian, Stin Norford, of the Order of the Passionate One. Stin is a great braggart and has a fondness for splashing about in the frigid waters of the Jorakk River late at night (usually after services, when he is quite inebriated).

Mages & Sages: Rejel is younger brother to Sturr, and the two have not spoken to each other for six years. Rejel married Agis, whom Sturr had courted at one time. Agis left Sturr because he drank too much, and their breakup was both very public and awkward. Rejel studies fire and lightning spells and prides himself on his original applications of these old standbys.

Few other wizards brave this frontier city. The Sentinels of the True Way, although not as prevalent as in other cities, still intimidates wizards into practicing in seclusion. Several adepts who do not wish to attract attention to themselves use their magic to aid in the execution of whatever craft or skill they use to earn a living.

Underworld: Pickpockets fill the market, stealing silver and gold when they can. Those who can bear the cold paddle out to passing boats on the Jorakk at night, lifting small items as the rafts float down river toward Narr-Rytarr. The boisterous Fhokki get into frequent and bloody fights as well, which visitors find disconcerting. Penalties for fighting are light, but if a person inflicts permanent harm, the law takes a harsher stance. The law is also forgiving of crimes committed while intoxicated, which makes excessive drinking a common excuse for crimes.

Interesting Sites: The Parish of Love once operated a separate hospital in conjunction with the Church of

Everlasting Hope. The two clerics assigned to it detested each other. After a particularly fierce blizzard trapped them in the hospital with two dozen sick and injured patients, their animosity became violent and erupted into a battle with divine magic. Four bystanders died in their spells' effects, and the faiths closed the hospital. Neither priest survived his punishment. The hospital is abandoned and houses thousands of bats. Recent rumors place a vampire there as well.

Special Notes: Sages insist that homely Trarr stands at a delicate juncture between the planes. While the juncture is not a dramatic threat to the world, it does mean that certain outsiders pop in and out around the city more often that the locals would like. Celestial and fiendish creatures appear among the local wildlife from time to time, as well as mind flayers, abishai, and ethereal filchers.

Principality of Paru'Bor

This country (population 750,000) is located between the Kalalali Forest and the Byth Mountains and encompasses the Renador River from its source to the Kalalali Forest. It is bordered by Ek'Gakel to the northwest, Pekal to the southwest, and Shynabyth to the northeast. Paru'Bor was once ruled directly by Kalamar, but now it is an independent country and stands in sharp contrast to modern-day Kalamar. Paru'Bor is currently ruled by Prince Ragil V, a distant cousin of the Emperor and a direct descendant of the first King of Paru'Bor. Despite their blood relationship, Prince Ragil and Emperor Kabori are bitter enemies.

Life in Paru'Bor is very structured. All Paruvian cities are divided into districts based on social status. A very distinct upper class consists of lords, wealthy merchants, clergy and high-ranking military officials. Successful merchants, craftsmen, shopkeepers and army officers comprise the middle class. Farmers, laborers, peasants and rogues round out the lower class.

The Courts of Justice is the Paruvian national church and all people are instructed in the teachings of the Truthseekers at an early age. The Hall of Oaths, the Halls of the Valiant, the Church of Everlasting Hope, the Founder's Creation, the Order of Thought and the Inevitable Order of Time are tolerated by the state and have lesser followings. All other religions, regardless of alignment, are strictly forbidden. Anyone found to be a member of a forbidden religion suffers harsh and swift punishment. Still, the House of Vice, Temple of Strife, Impostors and the Congregation of the Dead have underground followings within Paru'Bor.

The army of Paru'Bor is a small, but powerful force comprising of 800 heavy footmen, 1,700 heavy cavalry, 300 light cavalry and 400 archers.

Bet Regor, Capital of Paru'Bor

Population: 23,300. The humans are a hybrid of Kalamaran, Fhokki and Dejy. A small number have Brandobian blood, but these folk are rare. Fewer than five percent of the population are dwarves who have migrated from the Byth Mountains.

At a Glance: Bet Regor is a metropolitan center of trade. The wide fields around it make the city look lonely, but the hive of activity within the city dispels any feeling of isolation once inside. The outer walls are not as tall or wide as those in larger cities, but the inner walls and the central castle reveal the city's past military significance. The guards are vigilant, and any large number of troops moving toward the city is visible far away.

Government: Prince Ragil V rules from a fortified palace defended by the Knights of Justice and inhabited by the officials and lords that run the government of the city and the principality. The Kalamaran ambassador (a wizened Tarisatan named Gunegin), the Golden Alliance, the dwarven legate from the Byth Mountains (Julkan Kerak), and even the Captain of the Knights of Justice (Balan Furak) all have a degree of influence in the Prince's counsels.

The Prince's sole acknowledged heir is Crown Prince Rigan (who plans to become Ragil VI when he is crowned), a young man somewhat intimidated by the prospect of dealing with the forces his father has controlled for nearly his whole life. Neither the Prince nor his expectant heir knows about Rythok, the son of a Fhokki servant of Ragil V. Rythok intends to make a name for himself among the locals before approaching Ragil with proof of his heritage and demanding either acceptance or a large payoff.

Economy: Paru'Bor is the crossroads between the Young Kingdoms and the Wild Lands. Within the towering city walls lives a bustling marketplace where east meets west in the form of merchants and their goods. Traded here are Shyta-na-Dobyo wines, elven weapons and crafts from the Kalalali, gems and precious metals from the dwarves in the Byth Mountains and horses from Drhokker. Local products are few and include stout bows, vellum and paper, and the very popular maple syrup, taken from the southern arm of the Brindonwood.

The Golden Alliance generates huge amounts of income by charging merchants tolls for use of the river. The tolls are steep and many merchants prefer overland routes through the city, only to discover tariffs that rival the tolls.

Military: Over 600 of the country's heavy cavalry and 100 archers are stationed in Bet Regor. The Knights of Justice, representing 200 of the heavy cavalry, garrison at the Castle of Truth in the center of Bet Regor. Balan Furak, Captain of the Knights of Justice, currently uses them primarily to patrol the roads into and out of the capital. Their presence safely allows for the strong flow of goods to

and from the market. Ragil also deploys the Knights of Justice to keep Shynabyth in check.

The captain of the archers, a hairy giant named Renuusio, hails from the Reanaaria Bay area and might be the most easy-going soldier ever born. He hosts an archery contest annually in the city that draws competitors from as far away as Dalen. Renuusio offers those who acquit themselves well a handsome wage in his army, so his tiny force has become one of the best units of archers ever seen.

Temples: Only the Courts of Justice are allowed in Paru'Bor. The main temple in the capital is led by True Seer Rumar Kales'Tet, a half-elf who imposes almost military discipline on his clerics. It might be his monastic upbringing, but he insists that a stern hand is the best guidance. He leads two dozen clerics and acolytes and ministers to a flock of over 2,000 worshippers.

Mages & Sages: A gnomish sage named Faerbast makes his home in Bet Regor. He is proficient in all languages and specializes in runes and signs. His favorite hobby is trying to crack ancient Dwarven tongues, and he will often translate what Dwarven he can at no charge if he can copy the document (which takes him 1-4 weeks, depending on the length).

A quiet, hard-working laborer named Pulan is reputed to be a wizard. His neighbors report seeing strange flashes of light inside his home late at night. In truth, he rarely prepares or casts spells, but he is involved in perilous research. Pulan knows the location of a trapped undead necromancer who is trying to free himself from a 200-year-old tomb that serves as a prison. Pulan seeks to remove some of the treasures buried with the necromancer. Thus, as the necromancer wears away at the wards that hold him, Pulan is trying to simultaneously discover a method of reinforcing them.

Underworld: The thieves' guild is modest and subdued in this rigidly religious and socially structured country. Guildmaster Kerutan keeps her younger and more exuberant members in check, lest they bring the full wrath of the Prince and the True Seer down upon them all. Kerutan's fear of retribution actually suppresses more crime than the city's well-meaning but undermanned police force.

Interesting Sites: Bet Regor was once a stronghold built in 39 I.R. by Fulakar as a border stronghold to defend the Empire's northern border from barbarian invaders. The city rose from the indignity of a border fort to the seat of the Prince. At the heart of Bet Regor towers the impregnable Castle of Truth. Home to Prince Ragil V and his elite Knights of Justice, it figures prominently in local literature, plays, and folklore. Entry into the castle is strictly regulated; the people of Paru'Bor consider a visit to the castle a mark of distinction.

The city's market is as cosmopolitan as a landlocked port can be. Traders and wares from across the Sovereign Lands sell in the market, as well as no few illegal items, despite vigorous government suppression.

Special Notes: The city's thieves have formed one of the most flexible and profitable guilds anywhere. They are strictly non-violent, which has prevented the Prince from gathering strong public support to squash their growing guild. They concentrate their activities on smuggling, fencing, gambling, con games (targeting foreigners, of course) and prostitution. The guild numbers 160 members, of whom about half join just for "bragging rights" in the serf ward. The other half are earnest members of the guild out for high profit at low risk. Freelance thieves, especially violent ones, are hunted down, savagely beaten, and removed from town.

Paketa

Population: 19,500 people of mixed Kalamaran, Fhokki and Dejy heritage. Gnomes make up the largest demihuman population, but they number under 800.

At a Glance: Traditionally, steep walls mean steep taxes, and Paketa is no exception. The walls are tall to better defend against frost giant raids formerly common in the area (now only a distant memory), and wooden roofs protect the guards atop it from missile fire.

A wide road cuts the city in half. While the citizens were angry at its construction ten years ago (it cut through many homes and businesses), they are pleased with it now. Only Trade Street, as it is called, is wide enough for merchant caravans to use in passing through the city. It is cobblestone, something not frequently seen in the Wild Lands, and the inns and stables along Trade Street are always full.

Government: Technically the center of the Duchy of Paketa, but Duke Amalen has little power and the city finds itself under the strong influence of Count Gesan. Gesan is the city's guardian and tax collector, although his adult daughter has been assuming many of the more exciting duties as guardian in the past three years.

Currently, Duke Amalen is in favor with Prince Ragil, but the Prince does not reward weakness, and the Prince has revoked a ducal fief before. In a few years, as Gesan's influence strengthens, Paketa could conceivably become his. Paketa would certainly fare better than under Duke Amalen or his feebleminded son and heir, Domerolo.

Economy: Overland trade keeps the city alive. Paketa produces few resources other than rye, and it lives off of the trade it sees as a primary point of commerce between the Wild Lands and the Young Kingdoms. Paketa is one of the final stopping points for P'Baparan silver, and the city purchases a great deal of gold from Draska. Both metals become coins, which are then spread across the Wild Lands and the Young Kingdoms. Paketan coins are widely accepted because of their consistent weight and purity.

The city's principal income comes from taxes on merchant goods, an accounting process that keeps a staff of

a dozen scribes busy for long hours. Gesan has also created an armed force of 20 men that encourages merchants to be honest. In case of an emergency, they are capable of finding and extracting monies owed from reluctant merchants. Gesan's list of receivables stays short.

Military: Paketa is a garrison town and has an appropriately strong military presence. One hundred pikemen (breastplate, pike, and dagger) work in close conjunction with 50 mercenary crossbowmen (not the celebrated Zazahnii, but almost as good; clad in scale mail and sporting heavy crossbows and hand axes), and a contingent of 40 heavy horsemen (half-plate, lance, and battleaxe) on Drhokkeran chargers.

This robust force answers directly to Count Gesan, who uses them aggressively to deter incursions from Shynabyth. The Ryakk Woods are another source of concern, and Gesan does not leave it unwatched. Gesan's oldest daughter, Lady Milera is an excellent rider who eagerly learns the elements of command from her father. Milera tends to charge headlong into the midst of a fray, ignoring her messengers and signalers. She has led the city's cavalry since she was sixteen, nearly six full years.

Temples: The Courts of Justice accounts for the majority of Paketa's faithful. The Founder's Creation and the Order of Thought each have tiny temples, but they are treated with disdain by most Paketans. The Church of Chance and the House of Vice have secret followings.

The Halls of Justice are outraged at the theft and destruction of one of their sacred artifacts. The Sentinels of the True Way crept into the temple and pilfered the Chalice of Kokarya. The Chalice was all that remained of the monastery of Saint Byshen after an earthquake in 261 I.R. erased the monastery from the map. Not only was the ancient Chalice a respected item in the faith's belief, but it also has the powerful ability to heal virtually any ailment or wound.

High Watcher Remona Visino is one of the Watcher's most active recruiters. He finds many travelers in Paketa and has a knack for identifying people who would rather be alone and convincing them to follow that path. He has mastered a staggering diversity of trade skills in his twenty years of wandering and can find work in any situation. Remona does not live in Paketa, but he stays in the city about half of the year. Luckily for Remona, he has so far gone undetected by the local clergy.

Mages & Sages: Paketa's best-known wizard is Kamira, an ancient red-haired Kalamaran baroness with scrolls for every occasion. Kamira has given up her titles and lands (vast wheat fields south of the Doreba River) for the frontier wildness of Paketa. Her gentle demeanor and etiquette have not left her, however, and she is a popular person in the city.

The ruling nobles see Rothek the Wise as a seditious, belligerent rebel, but Paketa's laborers and merchants see him as a biting satirist and scandalous gossip. Rothek is not in jail or headless because he is a primary liaison with a large number of Drhokkeran merchants. With a word, Rothek could cut off the supply of Drhokkeran chargers that provides wealth for many Paketans.

Underworld: Cafarr is a spy for Tharggy who hides sensitive information in paintings he sells to Tharggy agents. The Thar agents pose as haughty art patrons and resent the fact that Cafarr actually charges them. Cafarr insists that he charges them simply to maintain the necessary charade they play with Paketa's agents.

Paketa's gnomes are poor and include a large number of exiles from their own communities. They form the backbone of the thieves' guild and several have split to begin an assassins' guild. This splinter group hails Harman Geshain as its guildmaster. Harman has a great fear of undead and prefers to burn his victims entirely so that they cannot become mummies or vampires.

Interesting Sites: As it was originally planned, Kolokar's Barrier would have passed directly through Paketa, which was a small trading and messenger outpost at the time. Kolokar established a garrison here to receive materials and start construction, then the plans changed so that the city was not along the construction path. At first, several practical families began to build homes from the stockpile of stone blocks that had been awaiting orders for the wall, but bad luck seemed to follow the blocks, and the theft of the blocks stopped. Now a huge stack of stone chunks stands near the middle of the city. It houses nothing more sinister than mice and snakes.

Special Notes: Paketa is an attractive target for the military commanders of any of the foreign nations that border Paru'Bor. The city's central location makes it ideal militarily and economically, and these commanders devise scenarios for its capture or destruction constantly, just in case. If a full-scale war erupted in the area, Paketa would find itself a very hot center of dispute.

Kingdom of Shynabyth

Several tribes of nomadic Dejy formed the Kingdom of Shynabyth (population 750,000) hundreds of years ago when they settled to raise sheep and cattle on the lush hills at the southeastern end of the Byth Mountains. The Dejy settlers organized into small villages, each of which had a tribal chieftain. As the towns grew, the strongest chieftain united the villages under him and named himself King. Shynabyth is bordered by Paru'Bor to the southwest and the Theocracy of Slen to the north.

For more than 500 years, Shynabyth has been at odds with its neighbor to the southwest, Paru'Bor. When Fulakar conquered the north he drove the ancestors of the Shynabyth from their homeland in the Kabela Downs and

the Renador River valley. Displaced, the Shynabyth moved to inhabit the less hospitable slopes of the Byth Mountains. Every few generations the Shynabyth tried and failed to retake their lost homeland. Now, more than five centuries later, the Shynabyth are still willing to fight for the sacred land of their forefathers.

For the last 20 years, Shynabyth has also been fighting with the twisted Theocracy of Slen. Slennish troops began sneaking into Shynabyth and capturing townsfolk for their rituals. Shortly after that, Shynabyth declared war upon the Theocracy of Slen. Recently, several major battles have taken place in the northern districts.

King Joto II currently rules Shynabyth. Joto is bent on retaking all disputed territory from Prince Ragil of Paru'Bor and deposing Grand Theocrat Toth Senkan of Slen. To this end he established a massive army of pikemen (3,000), crossbowmen (650) and light cavalry (500). Joto also hired a sizable army of mercenaries: Dejy cavalry from the eastern plains, dwarven footmen and Zazahni crossbowmen.

Shynabyth's sole ally is the dwarven Kingdom of Draska in the Byth Mountains. The dwarves and Shynabyth signed a mutual defense treaty a century ago in response to the growing threat of Slen. The dwarves also used this agreement to obtain Shynabyth's aid during the Great Mountain Wars against the elves of the Brindonwood. Joto intends to enlist the aid of the dwarven king in a similar capacity against the trespassers of the southwest.

King Joto does not tolerate organized religion of any sort within the Kingdom of Shynabyth. King Joto does not believe in divine powers and prohibits all forms of worship and many in his kingdom believe he is mad because of this prohibition. This is part of the reasoning behind his immense personal hatred of the religious Peruvians and Slen. Strangely enough, the power of arcane magic intrigues Joto and he has enlisted many wizards and sorcerers into his army.

Life in Shynabyth is very hard. The general populace carries the cost of war because Joto taxes their lords mercilessly. Starvation is quite prevalent in northern Shynabyth; drought and crop failure brought on by Slen clerics causes almost as many deaths there as direct combat.

Rynoshok, Capital of Shynabyth, City of Loons

Population: 15,900 Dejy. Fewer than 10% of the folk show some sign of Kalamaran or Fhokki influence.

At a Glance: The Dejy of Shynabyth live in simple log homes of rectangular construction. By custom, builders cut logs to a certain length, so homes are shaped in squares or multiples of squares. Craftsmen display their wares underneath canopies spread in front of the home and bring them inside at night.

A thick log wall packed with very solid earth surrounds the city. Defenders can hide behind merlons, firing their longbows or dropping rocks on attackers. Gates allow access into the city at either end of the swift Kylban River that flows through the city.

Government: King Joto's eldest son Sobryn rules Rynoshok while his father concentrates on external affairs and the wars. Publicly, Prince Sobryn supports his father's goals, but privately he desires to remove the ban on religion. Sobryn is no zealot, however. In fact, he shares his father's disbelief in the gods. Both believe that divine magic is simply another weaker form of arcane magic and that clerics are all frauds. Joto believes that clerics force their false beliefs upon others to gain personal power and special treatment under the law. Sobryn agrees in some cases, such as in Slen, but in other cases he believes that priests are merely misguided or mildly insane.

The reason the Prince desires to remove the ban on religion is a simple one. He recognizes the usefulness both domestically and militarily of clerics. Prince Sobryn reasons that as long as the clerics believe and follow good or lawful faiths (other than the Truthseekers whom he mistrusts), they are not a danger. Sobryn has two younger brothers with whom he has discussed his feeling on this matter at length.

Economy: Rynoshok is the center of what little trade takes place in this poor country. Shynabyth merchants do not undertake any foreign trade except with the dwarves in the Byth Mountains. They trade foodstuffs, lumber and textiles with the dwarves for weapons, armor and gold.

The city's economy is in shambles. The dwarves of Draska need more food than the Dejy kingdom can afford to trade. With less to offer, Rynoshok receives less armor and weapons than before. Inflation is rampant in the city and nobles hoard gold making the problem worse. Trade goods sell for three to five times their normal price, and food might sell for up to ten times its normal price.

Military: Just under half of Joto's mercenary crossbowmen left him after a dispute over their contract, leaving the forces of Shynabyth slightly weakened. Joto accused them of taking a commission in Slen and fears that they will use their knowledge of his leaders' strategies and the terrain to lay waste to his country. In truth, they found more lucrative work back home in Svimohzia.

In an effort to repair the harm, Joto has ordered 500 of his pikemen to lay down their spears and learn the longbow. He now has two green companies of archers capable of fighting in close combat if necessary. Their accuracy is less than spectacular, but they know how to hold ranks and follow orders. Their mettle in combat has not yet been tested. For now they train in an open field north of Rynoshok and yearn for a chance to prove themselves.

A young and dynamic leader has risen to popularity among the people of Rynoshok. Chadij Thy is barely

eighteen, yet he led a rag-tag militia band from a poor village in the Gadra Uplands to three major victories against the Slen. After rescuing a contingent of regulars besieged between the swollen fork of the Upper Byth River, Chadij pursued his enemies–a force of elite Slennish four times his size–up the Byth, trouncing them at the Khorren Woods and scattering them at the Deshada River.

Temples: No temples openly operate in the city of Rynoshok. While a zealous priest in a tiny village far from the capital might find enough courage to defy King Joto's ban on all faiths, no one is foolish enough to build a temple in the city that houses the king.

Priests must practice their faith in secret. An earnest searcher could find shrines to the Home Foundation, the Hall of Oaths, the Church of the Silver Mist, and the Order of Thought in the homes of nobles or commoners. A different sort of search would reveal shrines to the Confuser of Ways, the Rotlord, and the Vicelord.

Mages & Sages: The poverty in this land attracts few mages, who need expensive goods like alchemical equipment, books, and exotic material components. Some, however, are born here and find leaving home difficult, no matter how bad it becomes. Frojar is one of the latter, having traveled for two years with a mercenary band before returning to his native Rynoshok to be near his family. Frojar wishes he had branched out in his youth because the spells he used to fling as a mercenary do not do him much good in a city of poverty.

Vitar holds the position of Court Wizard, a seat held before Joto by a mediocre wizard who happened to be a friend of Joto's father. Joto's fascination with magic led him to Vitar, locally famous for creating several unique spells, such as the dreaded *Shathy's pestilence*.

Underworld: A thriving black market exists for foreign goods, holy symbols, and religious canons – anything forbidden by King Joto. Rynoshok's thieves' guild, a band of robbers and burglars led by Shrama Gaide, is watching control of this black market slip out of their hands as dozens of freelancers smuggle goods in from Tharggy, Paru'Bor, and the independent city of Daruk.

Gaide's solution is to urge bandits to prey on these smugglers, who come in by wagon or horse. Since the smugglers are engaging in illegal activity, Gaide points out, Joto will not seek to punish them. His argument seems to have merit, for the crown has taken no effective action against the bandits.

Interesting Sites: Joto II forbade all open worship within a year of his coronation —— both events occurred in 384 F.C. (528 I.R.). Adherence to the law was not immediate, and most temples continued to hold services. Joto held his hand until his armies returned from inconclusive skirmishing with Paru'Bor in the Shyf Hills. Then he ordered an assembly of all of the clerics and their worshippers. Standing atop the wall above the crowd, Joto sentenced the priests to exile for life and ordered his soldiers to escort them to Tharggy (he was not heartless enough to send them west or north into hostile territory). The wall where the clerics were lined is now called the Wall of the Journey. Locals believe it has the power to grant safe travel.

Shathy's Pestilence

Necromancy
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Gust of wind 10 ft. wide, 10 ft. high emanating out from you to the extreme of the range
Duration: 1 round
Saving Throw: Fortitude partial
Spell Resistance: Yes

This spell creates a breeze identical in area to a *gust of wind* spell, although the breeze from the pestilence is weak and does not extinguish fires. Anyone in the area must make a Fortitude save or become numb (-2 to all attacks and Dex-based skill checks). Numbed creatures must make a second Fortitude save or begin to decay. Decaying creatures lose 1d4 hp per day and do not heal wounds normally. Those afflicted may attempt another saving throw everyday to avoid suffering the effects for that day but the decay may continue on subsequent days. The pestilence can be removed by *remove disease*, *dispel magic* or healed under the normal methods for healing disease.

Paladins, undead, outsiders, and constructs are immune to *Shathy's pestilence*.

Special Notes: The city's nickname publicly comes from an annual migration of birds. In truth, the common usage is to refer to it as such in contempt of King Joto.

Lands of Skarrna

Migrating clans of Fhokki settled the Land of Skarrna (population 600,000). After fleeing the icy cold of the north, the Fhokki clans, called the Skarrns, chose to settle the lush northern tip of Reanaaria Bay.

Battle lords, called Skryvalkkers, divided the Land. The lesser Skryvalkker chose the open land to the north, where the people learned to farm the virgin soil and raise livestock. The most powerful Skryvalkker claimed land on the Bay. Fishing and whaling became common occupations along the coastal waters.

Soon after the Skarrns settled the area, Reanaarian whalers arrived and began disputing water rights. After initial hostilities, the Reanaarians and Skarrns became close allies and trading partners, although sailors still argue over water rights.

Skarrna has changed little over the years. 'Skryvalkker' has become the title for the local ruler, and in times of trouble the Skryvalkkers are still 'battle lords.' Skarrnid merchants trade along both coasts of Reanaaria Bay and with Drhokker and Thybaj merchants. Skarrna's natural resources include grain, whale oil, kelp, octopus ink, coral and pearls. Textiles and foodstuffs are frequently traded to the gnomes in the Vrykarr Mountains for metals and minerals.

The Skarrns worship a wide array of deities. The Way of the Berserk, Halls of the Valiant, Temple of Armed Conflict and Temple of the Stars have large followings here. The Assembly of the Four Corners and the Church of the Life's Fire are also widespread among the populace. Recently, the Inevitable Order of Time, the House of Knives and the House of Scorn have had notable increases in worshippers.

Skarrna lacks one army, but each Skryvalkker (there are eight) has a standing army and altogether their troops number about 3,000. This number includes 1,500 cavalry, consisting of a large unit of heavy cavalry and 1,500 footmen. They have no permanent navy, but several coastal Skryvalkkers are trying to convince the council to commission the construction of a fleet.

Ardarr-Norr, City of Pearls

Population: 16,100 Fhokki, with evidence of Reanaarian blood in about 20% of the population.

At a Glance: This city resembles the northern log settlements of the Fhokki more than it does the bright brick towns and cities of the Reanaarians. A long wooden wall surrounds the city at a great distance, apparently to allow for extensive growth. Inside it is a tighter, sturdy stone wall.

Government: Skryvalkker Thelka has ruled the city since her husband's death in Y.N.D. 730 (549 I.R.). The city is considered the choice land of Skarrna and a few Skryvalkkers, sensing an opportunity to take it by force, attempted to invade it when Thelka's husband Norath died. Thelka called on the army to mobilize, only to discover that the leaders refused to follow a woman into battle.

She went alone.

Ashamed and angry with her for shaming them, the lords followed, catching up with her just as she charged a company of 250 men. The Ardarrs defeated the first Skryvalkker enemy. The other enemies must have received the news quickly because they and their armies never arrived.

Thelka chose her chief advisors in that battle, where she saw their courage and loyalty firsthand. Her rule is very secure, and the young warriors now do not hesitate at all to follow her lead on the battlefield. Her young son Thurvan is very proud of her and looks forward to the day when he can accompany her into a battle or the clandestine meetings with other heads of state.

Economy: The city and surrounding countryside produce wheat, hemp, whale oil, fish, kelp, and some of the largest pearls in the world. Ardarr hemp and clothing made from it are perennial favorites at the market in Zoa. Ardarr-Norr imports weapons, armor, gold, silver, tin, copper, and other metal goods from the gnomes in the Vrykarr Mountains.

Military: Only one tenth of Skarrna's heavy cavalry (chainmail, shield, and axe) stay in Ardarr-Norr. Their commander is Viljar, an ardent follower of the Way of the Berserk and secret Sentinel of the True Way. Viljar never stops looking over his shoulder for minions of the wizard Hurrkal and trusts no one. His blonde hair and beard are quickly turning gray from the constant worry.

Temples: Nearly all faiths have a temple or shrine in Ardarr-Norr. The Way of the Berserk is most popular with the soldiers and nobility. The Halls of the Valiant, the Temple of Armed Conflict, and the Temple of the Stars are lesser favorites. The Assembly of the Four Corners, the Church of the Life's Fire, and the Inevitable Order of Time are smaller but growing faiths. The House of Knives is the largest evil faith in the city.

The Temple of the Stars worships under the watchful eyes of High Worlder Jorgen, who only recently received his present title after walking back from Zoa. Jorgen prefers to minister to non-merchants because they travel for joy and not because they must.

Mages & Sages: Hreslin, a gnome who favors earth spells, makes potions and scrolls for sale. He charges 25% below list price for natives and 125% of list price for foreigners. He knows a fair bit about magical weapons and actually has a 10% chance to be able to procure a magical weapon usable by druids. Hreslin only finds magical items for halflings or gnomes, and his search takes 2d6 weeks of game time.

Having been to the astral plane once, Nabaddan is eager to return there. A close call with a hunting party of githyanki left him flush with excitement. Nabaddan does not sell items or services, but he will purchase magical items that allow extraplanar communication or travel.

Underworld: This rustic overgrown village is a hotbed of intrigue. The Sentinels of the True Way were active in this area until Y.N.D. 743 (562 I.R.) when, in a great coup, they located and destroyed a great cache of magical items in the city. When Hurrkal, the wizard who owned them, returned from the Ethereal Plane, he went berserk and burned an entire block of the city. He still hunts the remaining vandals, although he no longer lives in the city and works through spies.

A band of pirates called Halvena's Scythe uses the city as a regular base of operations and a place to fence goods. A pirate can split a cargo among two dozen clans, making it impossible to trace. The band follows Halvena, a roguish half-elf with a reputation for fighting the toughest of her enemies herself. She can swim like a fish, too, and occasionally offers a brave captive his freedom and his weight in silver if he can beat her in a race.

The House of Knives operates the thieves' guild and its high priest is traditionally the Guildmaster. The current high cleric and guildmaster is Reidgard, who exposes those pirates who refuse to offer him their goods at whatever price he demands. Reidgard has done an exceptional job at remaining hidden while making sure the actions of his rivals are well known and hated. Although the government does everything it can to stop him, Reidgard takes contracts from time to time and always delivers.

Interesting Sites: The city has a flat area on the north end the locals call "the ground that does not grow." This black spot is evidence of Hurrkal's rage and shows no sign of recovery. Nobody wishes to build a home there, even if it means living in a more crowded location in another part of the city.

The city houses the ancient *Sword of the Raging Wyrm*, an ancient artifact that belonged to Skryvalkker Hostud I, the city's founder. The sword stands in a glass case in the Halls of the Valiant, guarded at all times by a cleric and four seasoned fighters. If a thief were to defeat, deceive or bypass the guards, he would still have to reckon with all the traps and magical wards a 14th-level cleric could devise or purchase.

Special Notes: The Island of Voritti south of Skarrna depends on Ardarr-Norr for extensive trade. The Vorittii build long, slim ships more akin to the Brandobian galleys than the Reanaarian vessels commonly seen on the bay. They collect most of the kelp traded at Ardarr-Norr, and they also weave most of the hemp. The island is practically one large hemp farm owned by Skryvalkker Sigurth Fourhorns, a masculine model of manhood known for his visits to the Rokk Woods to wrestle brown bears.

Theocracy of Slen

The Theocracy of Slen (population unknown) began as a church of the Ministry of Misery on the slopes of the Deshada Mountains. The temple, Kako-gyr, was founded by a tribe of evil Dejy barbarians. The Dejy tribe reveled in the revolting rituals of their foul god and raided other tribes to capture sacrificial victims. They tortured and cruelly slew the strongest captured warriors in the name of the Flaymaster.

Soon the Slen gained an ominous reputation; the fearless warriors of Slen could defy the most grueling cold and the most painful of tortures. Eventually, led by the sadistic Order of Agony, the tribe conquered and enslaved the surrounding Fhokki clans. The men were taken to Kako-gyr (now the capital) and tortured for months while the women were given the Rite of Slen and inducted into the tribe.

Several large clans of Fhokki barbarians invaded Slen in 332 F.C. (476 I.R.) After an extremely bloody and gruesome struggle, the Theocracy defeated the assault and crippled the Fhokki army. Following a two-day chase and struggle, the Slen surrounded and captured the Fhokki. The Fhokki were incorporated into the Dejy tribe and for that reason, there is a significant amount of Fhokki blood among the Slennish people.

Grand Theocrat Toth Senkan keeps a small but formidable army of depraved and fearless lunatics. They constantly battle with Shynabyth for control of the northern Gadra Uplands. Little else is known about the Theocracy because few travelers willingly enter the frozen land and fewer still ever leave.

Kako-Gyr, City of Pain, Capital of Slen

Population: 19,900 of mixed Dejy and Fhokki heritage.

At a Glance: The city was originally a wholly forgettable Dejy settlement of caves dug into the sides of Mount Shakota (16,154 feet). Since the foundation of the temple Kako-gyr and the expansion of the city that grew around it, the cave settlements that make up the western edge of the city have been used only by the poorest or as large storage areas for homes built against them. The city has a tall stone wall on the east, through which three gates allow roads and the traffic on them to enter. Only the center gate is large enough for wagons and animals; the other two allow only foot traffic to present less of a military liability.

Government: Government and religion are inseparable in the Theocracy of Slen. The Ministry of Misery, led by Grand Theocrat Toth Senkan, imposes harsh discipline for breaking the faith's laws. Punishment is physical, although the clerics also levy fines if the offender owns anything worth taking.

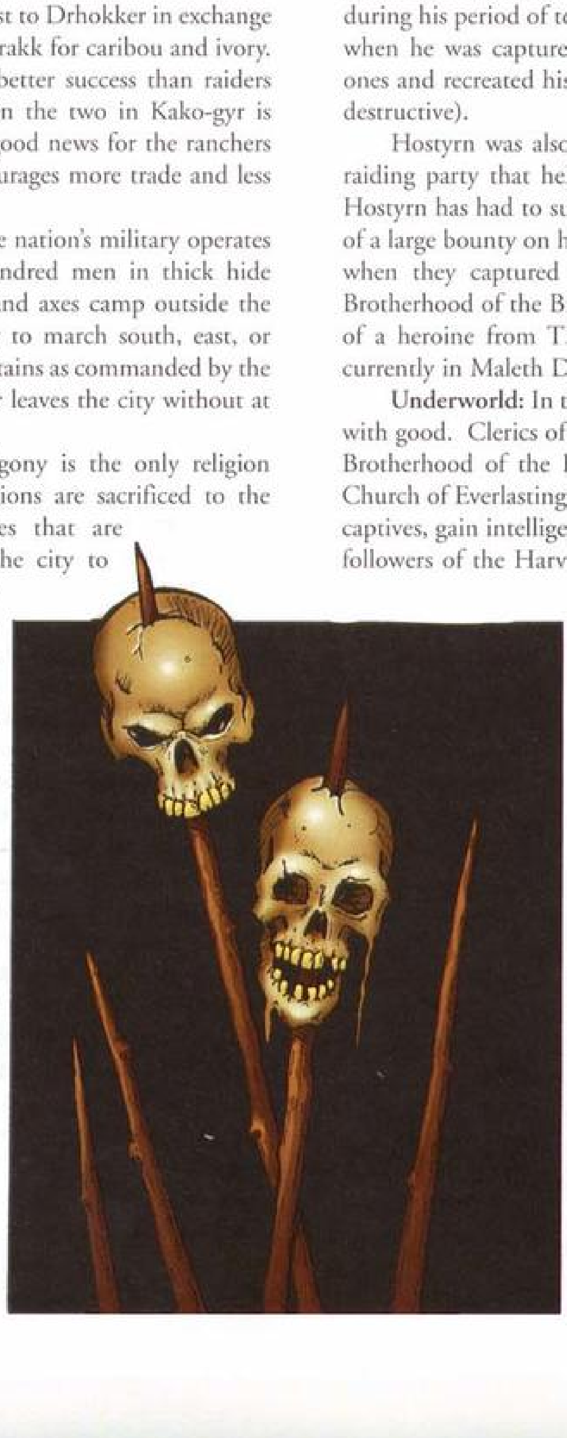
The faith's hierarchy is also the government body; clerics serve as police force, military officers, civil servants, and judges.

Economy: The region produces choice mineral wealth, including gold and precious gems. The clerics lead raids into the Shada Hills for cattle and sheep from the peaceful herdsmen living there, but increased caution on the part of the herdsmen has made the raiding less successful lately. The city imports fine cloth from the Reanaaria Bay area, wooden crafts from Shyff, and linens from Tharggy. The price of the latter two items are steep, and in times of dearth the Slennish rely on inferior local products.

The gold and gems travel east to Drhokker in exchange for horses and to the lands of Torakk for caribou and ivory. Lately merchants have had far better success than raiders (although the difference between the two in Kako-gyr is vague), and the shift might be good news for the ranchers in the Gadra Uplands if it encourages more trade and less looting.

Military: The entirety of the nation's military operates out of Kako-gyr. Eighteen hundred men in thick hide armor with heavy spears and hand axes camp outside the city in temporary homes, ready to march south, east, or through the arduous Byth Mountains as commanded by the Grand Theocrat. No patrol ever leaves the city without at least one Minister of Misery.

Temples: The Order of Agony is the only religion allowed. Clerics of other religions are sacrificed to the Flaymaster in public spectacles that are mandatory for the people of the city to attend. The single temple to the Flaymaster is large enough to encompass over a thousand worshippers and has an open area above it by which the clerics may address crowds ten times that size in the streets near the temple.



Senkan does not lead services in person except on special holy days. The regular duty falls to Ice Priest Maleth Dervil. Dervil has a reputation as a misogynist, an unfavorable attitude in a priesthood where three-quarters of the clerics are female. He drags along his harem wherever he goes–six women chained together and forbidden to ever be apart from him or from each other. This public display has been emulated lately by junior clerics of the faith, a practice Dervil finds flattering in a pathetic and sycophantic way.

Mages & Sages: Wizards are distrusted and required to report to the nearest cleric upon entering the city. The cleric immediately uses divinations to determine the wizard's power and takes steps to apprehend and murder the wizard. Wizards too powerful for immediate capture are identified for scrutiny.

Despite the persecution, a handful of wizards survive. The majority of these serve the priesthood, protecting its temples, making magical items, or trying to unlock the mysteries of ancient artifacts. Thejvan, a Dejy captured in a raid on Shynabyth, survived and even grew stronger during his period of torture. His spellbooks were destroyed when he was captured, but he has since been given new ones and recreated his old favorite spells (most of these are destructive).

Hostyrn was also captured, but he escaped when the raiding party that held him was attacked by a remorhaz. Hostyrn has had to survive alone in the wilderness because of a large bounty on his head. Hostyrn, as the clerics knew when they captured him, is a stalwart member of the Brotherhood of the Broken Chain, and he seeks the release of a heroine from Tharggy named Sorykka. Sorykka is currently in Maleth Dervil's harem.

Underworld: In this pit of evil, the underworld is filled with good. Clerics of the Face of the Free, members of the Brotherhood of the Broken Chain, and followers of the Church of Everlasting Hope lead forays into the city to free captives, gain intelligence, or sabotage raiding bands. Even followers of the Harvester of Souls wish to grant a quick, peaceful death to the tormented captives held in Kako-gyr.

Interesting Sites: Mount Shakota is a beloved sight among worshippers of the Traveler, and it pains them greatly to see this land in the clutches of such an evil and restrictive faith. Despite the difficulty, a few admired followers or clerics can claim to have seen the famous crooked-finger shape of the mountain's peak. The Travelers have a whole chapter in their holy book named after Mount Shakota, and it is the location of a major miracle of the faith (the death and resurrection of the faithful steed Turnabout, companion of Saint Gashammen).

Special Notes: Even without considering the hostile Ministers of Misery, the region is dangerous. Yeti prowl the Shada Hills, hairy satyrs haunt the Khorren Woods,

and rumors say that the Flaymaster herself takes the form of a great white dragon in the upper Byth Mountains. Ice trolls, frost giants and cornugons definitely live in the Byth Mountains, and the people of Torakk have long known that winter wolves wander the plains and the Shada Hills.

The Queendom of Tharggy

Farmers and hunters of mixed Fhokki and Dejy heritage who traded with the Dejy clans to the north and east originally settled Tharggy (population 750,000). Feudal barons who ruled independently of one another divided the land. When Kalamaran expansion troops reached them, the unorganized barons and their people were driven eastward. They fled far enough east that the Kalamaran troops became occupied with the more dangerous barbarians to the north and abandoned their attempts to conquer them.

Realizing that they must unite in order to retake their land, but unable to peacefully choose a leader, each baron fought for the right to be king. After almost two centuries of displacement and civil war, a king was chosen and the land was united under King Tharggy the Greater. Game in the Fyban Forest was plentiful and the country soon began to prosper. When the King died, his son vowed to retake the Tharggy homeland.

The new King assaulted the Duke of Dodera's troops and drove them back to the Katagas Rise. The Duke pleaded with the Emperor for troops, but the aid never arrived. He opted for peace and conceded the eastern half of the Shynako Hills to Tharggy.

After almost 40 years of peace, Kalamar (under a new Emperor) attacked. The war lasted the entire campaign season and finally ended with the annihilation of the Tharggy army during a bitter last stand amidst an unseasonably early blizzard. The King and his son, Prince Arykk, were slain along with almost all of their troops. The surviving Kalamaran troops withdrew, and Tharggy was saved, at least until spring.

The country was left in disarray. Since almost every male from the age of twelve to fifty-five was slain in the war, the women were forced to do all the duties of state. For the first time Tharggy was ruled by a woman, Queen Defyn, who was the widowed wife of Prince Arykk.

The Queen knew that spring would bring a fresh Imperial Legion, and the predominantly female population chose to fight rather than surrender. Defyn commissioned elderly veterans to train female warriors for battle.

Nakkary, a retired general, worked day and night for the whole winter on strategies, but contracted the plague only a week before the impending battle. Yet, the general miraculously recovered the very morning that it appeared he would die. He awoke, full of vigor, and led his army of undertrained troops to meet the Kalamaran army. Though outnumbered four to one, the general directed battles of tactical brilliance. After a three-month campaign, the Thars defeated the Imperial troops. When news of the victory was brought to the general's tent, he was found dead of plague and his body half-decomposed. In his dead hands, he clenched a symbol of The Old Man.

Today, Tharggy borders Dodera and O'Par in the west and Thybaj to the east. Their northern border extends uncontested (and unenforced) to the Shyf Hills. Tharggy allows free worship of almost all religions, but the Temple of Armed Conflict has the largest following. The Church of Life's Fire, Church of the Night's Beauty, the Home Foundation, the Church of Endless Nights and the Temple of Sleepless Nights also have sizable followings here.

Tharggy is on good terms with O'Par and Thybaj, but Queen Defyn still considers the country to be at war with Dodera. Tharggy merchants trade textiles and foodstuffs to Thybaj and the demi-humans of the Kakidela Mountains for precious metals and gems. These goods are then commonly traded to Drhokker merchants for war-horses. Thars have become famous for their textiles. The sheep they raise in the Shynako Hills produce the world's finest wool. Thars spin and dye the wool to produce brightly colored clothes that they sell and trade worldwide.

To this day, women run Tharggy. Women hold almost all positions of power, except that of general, which is held by a learned, male veteran. The country has a large army of female soldiers numbering 2200 infantry, 500 archers, and 1400 cavalry.

Bynarr, Capital of Tharggy

Population: 19,800. Most of the folk have mixed Fhokki and Dejy blood. A minimal Kalamaran influence is visible, most notably in the red hair of some of the citizens.

At a Glance: The surprisingly clean streets are wide enough for the ox-carts and draft horse-drawn wagons that use them to pass each other with room to spare. Houses are rectangles of stout logs and wooden roofs. The people speak Fhokki in daily use, although folk who trade with foreigners on a regular basis speak Merchant's Tongue and some Kalamaran as well.

Government: Except for the position of General, the supreme military commander, women hold the premier posts in the government. Queen Defyn prefers to deal with the more delicate foreign affairs personally, so she spends her time either abroad or receiving visitors. She leaves the important domestic problems to her younger sister, Gytha. Gytha is the second-highest ranking cleric of the Church of the Life's Fire and her presence gives that faith clout within the city. She uses her rank within the faith subtly in her negotiations with the merchants, nobles, and guildmasters with whom she has to deal on a daily basis.

Economy: The upper Jenshyta River area produces rich and plentiful minks. The mink fur trade was one of the main attractions the area held for the Kalamarans and one of the reasons Kabori urges Orilaras of Dodera to continue his attempts to retake it. During the early days of Kalamaran control, the native Fhokki and Dejy who lived here had no inkling of the great prices the furs they took so easily brought in the large cities of Kalamar and Svimohzia. Now, crafty merchants turn handsome profits from their trade partners in Paru'Bor and Skarrna.

The area also produces some of the finest wool in the Sovereign Lands. Between the abundant wool from the Shynako Hills and the largest dye-makers guild on Tellene in Bynarr, the city is famous for its cloth. The world famous dye-maker's guild is strong enough to keep excises on the cloth low, so the price of the wool stays affordable and the quantities leaving remain high.

Military: The army of Tharggy, especially its most visible contingent here in the capital, is composed mostly of women. Over 1,400 infantry and 800 cavalry (chainmail and longsword for both) and 400 archers (leather armor, longbow, and dagger) protect the capital from invasion by Dodera.

Rothla the Red leads the infantry division in Bynarr. She proudly bears the Gold Star of Nakkary, the nation's highest military honor. She earned it when she led a squad against a tribe of trolls that attacked a halfling farming village in the Shynako Hills. The squad managed to divert the trolls from the village until the halflings could escape. She drove the trolls into a cornfield and reluctantly torched it, destroying them and the fields. Although her actions lost the crops, the rest of the year's harvest was rich and she worked alongside the farmers to bring it in.

Temples: Udula, The Matriarch of Pelselond of the Church of the Night's Beauty is the faith's highest ranking member. The positions above her, those of Var of Veshemo and High Var, have been left empty since the clerics holding them were slain in an attack by the House of Knives. Apparently, the assassins planned well and spared no expense. They were deathly silent, *invisible*, and coated their weapons with deathblade poison.

Matriarch Udula has called a council of her peers to determine their next course of action. The two greatest priorities at this meeting will be to select a new High Var and to exact retribution for this disaster.

The Temple of Armed Conflict has the backing of the Queen and the military. The tithes it collects allow it to build an extensive stone temple/fortress complex that houses the city's garrison. They also pay for high walls around the city and a small prison guarded by followers of the Temple.

Mages & Sages: Trained in reading and writing by the Church of the Night's Beauty, Eggamit Nightsword is a tall, handsome man and steadfast supporter of that faith. He regrets his absence during the recent fatal attack and has devoted most of his wealth and time to the consolidation effort. He has spread the word among the centaurs, dryads, and faeries of the Fyban Forest that he is willing to part with his fabled *Banner of the Faithful* (a magical flag that grants Strength bonuses to allies that wear its symbol) in return for the capture of anyone involved with the assassination.

Lokkur heads the military's spy network, known as the Arrows That See. She prefers to use thieves and assassins to find information about the country's enemies (mainly Dodera, but Lokkur knows that Dodera's inspiration comes from Kalamar) and relies on wizards and clerics to retrieve it and make use of it. She is cunning and her bag of tricks is bottomless.

Kaladi the Renegade was a Doderan soldier who was captured in 388 F.C. (532 I.R.). After Tharggy won a skirmish with the Doderas, he and the other prisoners of war were escorted to the border and released. Kaladi begged to be allowed to stay because he had fallen in love with the soldier who captured him! The suspicious soldiers returned him to the city, where the shy archer who was the object of his alleged affection admitted the truth. They were married the next day.

Underworld: Bynarr's thieves are quick, clever robbers who are well aware of the severe penalties the city imposes for violent crimes. Their preferred defense is a quick getaway and their preferred weapon is a rapier wit. The average constable takes bribes to overlook minor offenses as long as the victim is not too upset, but the queen and her officers do not approve of this policy.

The famous Pekalese musician Hyler spends each winter in Bynarr, where he courts the wife of one of the most powerful nobles in the country, Jerl Dornn. Jerl's wife Tiva enjoys the bard's company but has no intentions of falling for his flattery. The three continue this charade in public, but Hyler privately brings information from around the world to the powerful couple. His intimate knowledge of Kalamaran nobility gives him access to information that Lokkur's spies could never reach.

Interesting Sites: Tharggy's Tomb is a national monument and all visitors to the capital stop by to see the hero after whom the country is named. The tomb is a large black rectangular edifice 12 feet by 8 feet long with a 4 foot deep pit around it to keep casual visitors at bay. Pilgrims often throw coins into the pit and thousands of copper and silver coins partially fill the pit. From two to seven guards watch the monument at all times to make sure no thieves come to loot either the coins or the fabled magical items supposedly buried with Tharggy.

Special Notes: The Queen is eager to end the war with Dodera. Queen Defyn has an outstanding reward of 10,000 gold pieces and a barony for anyone who can return to her the barbarian copy of the treaty signed between

Emperor Kolokar of Kalamar and the Fhokki and Dejy chieftains at the famous meeting in the Shynako Hills in 74 I.R. The Kalamaran copy was lost centuries ago, during the Time of Great Anguish. But the barbarian copy of the famous "Treaty Between Sovereign Nations" mysteriously disappeared the summer of 385 F.C. (529 I.R.), only months before Dodera invaded the area.

Kingdom of Thybaj

The country of Thybaj (population 400,000) lies east of Tharggy in the Jendasha and Jorakk River basin. A tribe of Dejy nomads who found the fertile soil ideal for grazing livestock and growing crops originally settled Thybaj. After repelling a wave of Fhokki barbarians, the Thybaj nation lived in relative peace and isolation. The people of Thybaj befriended the elves and halflings of the Fyban Forest and the dwarves and gnomes of the Vrykarr Mountains. The beneficial effects of this were unilaterally evidenced during the Years of Fear, a three-year period of raids by giants and humanoids all along the Vrykarrs and the Jenth Ridges.

Today, a sole monarch, the Shajody or chieftain, rules Thybaj. The position of Shajody is not a hereditary seat; rather, the current Shajody appoints a new Shajody, hopefully before retirement or death of the present chieftain. To insure against a patriarchal system, the new and old Shajody cannot be from the same family. The Shajody's duties include solving disputes, the control and monitoring of trade, dealing with all foreign and domestic matters, training and controlling the military and handling all governmental matters. The current Shajody is Dakary II.

It has become traditional (and necessary) for the Shajody to appoint trusted friends, Dothoki, to handle these affairs. The Shajody merely oversees the work of his appointees. There are hundreds of Dothoki who control all aspects of the government and the judicial system. Although the position of Dothoki is one of prestige, it is an exceedingly difficult and often thankless job as the Shajody claims all of the glory and none of the failures.

The Thybaj basin is an area ideal for agriculture and grazing. The plump sheep and cattle, unfortunately, have a tendency to attract giants and humanoids from the upper Vrykarrs. Thybaj is also rich in mineral wealth. Thus, many miners from the Vrykarrs call Thybaj home.

Demi-humans are prevalent in Thybaj, as is religious diversity. The Church of the Life's Fire, the Courts of Justice, the Founder's Creation, the Order of Life, Church of Chance and Temple of Enchantment all have large followings in Thybaj. The House of Scorn, the House of Hunger and Impostors also have many worshippers here. Thybajy merchants often trade with those of Drhokker, Tharggy and Skarrna. They export gemstones, silver ore, copper ore and wool.

Thybaj has a small but well trained army that includes many demi-human contingents. There are some 250 cavalry, 1600 footmen and 500 archers. The town of Dakyno, located where the Jenshyta and Jendasha rivers meet, contains the country's largest marketplace. Here, boats bound for Tharggy must pay a toll based upon the value of their cargo. Ship captains are frequently forced to moor their vessels for the night as they wait for a Dothoki to assess the amount of the toll due.

Shyta-Thybaj, Capital of Thybaj

Population: 17,200. Dejy originally settled the area, but Fhokki immigrants form a significant part of the heritage of the present inhabitants. A large number of demihumans of all kinds live in the city, excluding only a significant number of elves.

At a Glance: It looks like every building in the city is built of stone. Stone walls surround it, squat stone homes line the paved streets, and brick walls ensconce palatial homes of the nobles. Short walls of stone separate open areas such as markets and graveyards, and taller barricades divide Shyta-Thybaj into gated sections.

Government: An appointed Dothoki rules the city, and this position carries more importance than nearly any other in the government of Thybaj because a good Dothoki stands a chance of becoming the next Shajody and ruling the country. Dothoki Bajyr currently rules the city and plans to make himself memorable in the eyes of Dakary by generating huge quantities of gold from trade and taxes.

Economy: While the main marketplace of Thybaj lies north in Dakyno, Shyta-Thybaj sees considerable trade as well. The area produces a variety of staples, including wool, leather, beef, copper, and iron. Choice trade goods include silver and gemstones, but the dwarves and gnomes of the Vrykarr Mountains ask steep prices for these goods and the people of Thybaj have to compete with the folk of Skarrna and the Reanaaria Bay region, so the silver and gems are rare.

Military: The army has an effective mix of human and demihuman troops. The commander is Telerai, an elf who fought Kolokar and later witnessed the peace treaty with Kalamar. Telerai manages to keep the troops working together well and his efforts go a long way toward defeating the work of the House of Scorn. For this reason, Telerai carries a small golden holy symbol of the Peacemaker (two hands clasped in friendship), a personal gift from the High Peace Maker. Ironically, the small army includes no elves.

Temples: Most good faiths have temples in tolerant Shyta-Thybaj. While none of these can claim a majority of the people (most of whom migrate from temple to temple with the seasons), the Temple of the Patient Arrow deserves notice because it houses the faith's Huntmaster. Huntmaster Syjem is not very popular with the other

clerics, many of whom are senior to him. Since he won the annual competition that determines such things, however, none can deny that he has, according to the rules of the priesthood, earned the title.

Mages & Sages: Ashthen is an apathetic wizard, but he is noteworthy because he is one of the Dothoki, or government officials that answer to the Shajody Dakary II. Ashthen's advice is sound, and he knows the city well enough to make a fair leader. Unfortunately, his laziness prevents him from ever becoming more than an advisor.

Underworld: The thieves in the city have no dominant guild, but they do form groups to protect themselves. These groups spend more time fighting each other over territory than stealing, so none of them poses a great threat to the city.

Interesting Sites: At one point during its diverse history, Shyta-Thybaj was the site of a granite quarry, so a wide round crater occupies a prominent position in the middle of the city. Now a 4 foot tall wooden fence surrounds the hazard so that people and animals do not inadvertently fall in, but the precaution does not prevent the dumping of murder victims into the pit. Fortunately, these occasions are rare. Monsters are known to live in the pit, especially otyughs, osquips, and giant constrictor snakes.

Special Notes: Only a quarter of a mile northeast of the city a deep trench stands open, providing a danger to those who travel at night. The Giant's Fall opened up during an earthquake in 344 F.C. (488 I.R.). The gorge is about 600 yards long and about 110 feet deep at its center. Directly in the center of the trench lies the plainly visible skeleton of a giant. The giant was a cloud giant and any valuables have been taken long ago, except for the giant's knowledge. A *speak with dead* spell that asked about his treasure might reveal the location of his home in the Vrykarrs. This lair contains numerous death traps and piles of gold. His real treasure (and a former point of pride for the evil giant) is the holy sword known as *Kargi Mourn*, thought to be lost when its former owner sank into the Reanaaria Bay on a leaky cog surrounded by pirates.

Lands of Torakk

The Lands of Torakk (estimated population 112,500) lie west of Lake Jorakk along the Jorakk Mountains and the Rytarr Woods. Families loosely organized to ensure a more successful hunt populate Torakk. These families are known as aronaks. Each aronak governs itself and operates as a distinct unit. Aronaks frequently war with each other over the perceived borders of their hunting territory. Torakk lacks a central government or a supreme ruler. The name 'Torakk' is given to the northern plains and the land along the western shore of Lake Jorakk, north of the Lower Byth River.

Each aronak has its own shaman, although larger aronaks may have two or more. Most aronak groups follow the Way of the Berserk, but the majority of Torakki people are not religious. The Temple of the Patient Arrow, the Church of Night's Beauty, the Order of Life, the Temple of Strife, the Congregation of the Dead and the Thunderer's Temple have small Torakki followings.

The Torakki people are known not only for their hunting skills but also for their hardiness and fearlessness in battle. The harsh conditions in which they live have produced warriors of great strength and prowess. Their hardy physical condition makes them prime targets for Slennish kidnapping raids.

There is a constant struggle for life in the cold wasteland of Torakk. As mentioned, the Theocracy of Slen raids Aronaks for sacrifice victims. The orcs and ogres of the Jorakk Mountains also continually assault the human inhabitants of the area.

Norr Bharr

Population: 1,000 Fhokki humans

At a Glance: Conical buildings of hide stretched over wood make up this rustic village. A twenty-foot wide dry moat surrounds the village except for a flat causeway about ten feet across. Inside the moat, a four-foot rail fence keeps stray animals and children from falling in the moat and impaling themselves on the spikes that protrude from the ground fifteen feet below.

Government: The Bharrs are the largest of countless aronaks of the Torakki people. Their leader is a clan patriarch whose words carry great weight but no authority with the other aronaks. Arturr Bharr is very old (over 80), and he now leads battles from the rear. He is likely to be succeeded by his young brother Mantak, who is only 62.

Economy: The Bharrs trade furs, flint, and antlers to the dwarves of the Jorakk Mountains for raw iron, then trade the iron ingots and the other items to Narr-Rytarr for worked metal tools, armor, and weapons. They also trade flint to Varmorr in exchange for lungfish from Lake Adesh (a favorite Bharr food), draft animals purchased from Drhokker, and *sittik*, a poison the people of Varmorr make from a snake venom that both settlements use for hunting.

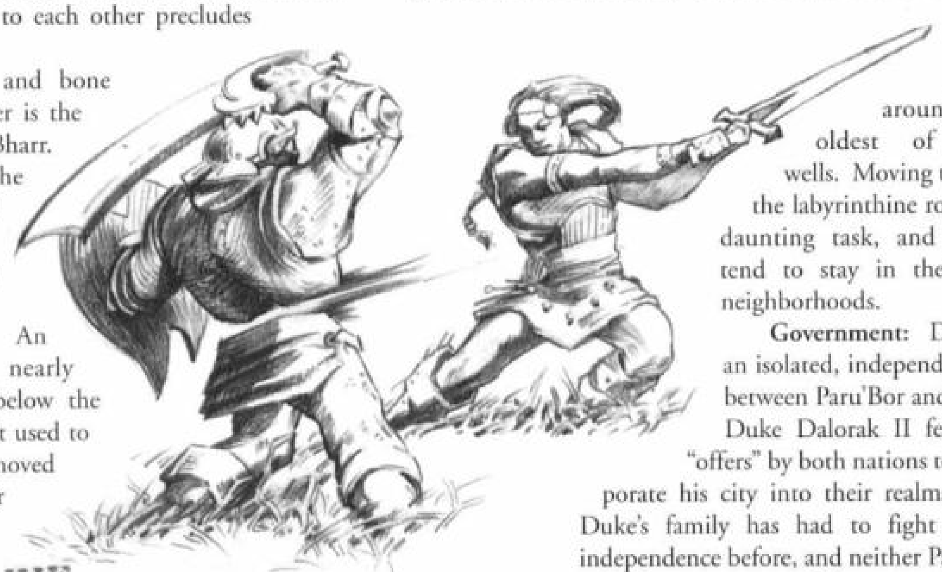
Military: In times of great need, Arturr Bharr may order up to 100 citizens armed with random simple weapons to defend the village. They all wear clothing thick enough to qualify as padded armor, and about half have actual leather or studded leather armor. Twenty-five have shields.

If the threat lasts long enough, and is dire enough, Arturr may send a messenger to bring as many of the 3,500 infantry as the combined Torakki can muster. Since the village has no enemies on its borders, Norr Bharr has never needed to resort to such extreme measures.

Mages & Sages: Aside from a young great-grandchild of Arturr, Rastur, Norr Bharr holds no wizards or scholars. Rastur is marginally literate, although he spends each night learning more and more so that he can develop his innate talents as much as possible.

Underworld: Norr Bharr has no crime, no secret societies, and no dark secrets. The clan members are all related and their loyalty to each other precludes violence or theft.

Temples: A wood and bone shrine to the Battle Rager is the only temple in Norr Bharr. Torakki from across the wastes pray at the temple when they come to Norr Bharr to trade or to fish on Lake Jorakk.



Interesting Sites: An underwater cave rests nearly underneath the village below the surface of Lake Jorakk. It used to hold a lost aboleth, far removed from his deep-water home, until Arturr killed it with a bone spear back in his youth (he was 40 at the time). Arturr did not explore the entire cave, but the community uses it as a safe place to store goods and might use it to hide themselves if necessary, since it does have a dry area about 200 feet long.

Special Notes: Norr Bharr is typical of countless similar settlements across the Lands of Torakk. Some of the others differ in one significant way: the homes are collapsible and the clans follow migrating caribou, elk, or reindeer.

> ***Kargi Mourn***
>
> This *holy sword* functions as other *holy swords* in the hands of a character other than a paladin: it has a +2 bonus to attack and displays no other abilities.
>
> In the hands of a paladin, the sword becomes +3 and inflicts double damage against evil hobgoblins. In the hands of a paladin who follows The True, the sword temporarily bestows the feat Great Cleave upon the user whenever it is used to fight hobgoblins.

Daruk, Independent City-State

Population: 11,200. The humans are mixed Fhokki and Dejy. One citizen in five is a halfling. Other demihumans are welcome but rare guests. Few choose to live here.

At a Glance: The city rests upon a shelf at the foot of the Byth Mountains. The view to the west and south is magnificent, showing the valley of the E'Liral River headwaters and the fields of eastern Paru'Bor. The rise above and east of the city slopes rapidly, climbing toward the sharp peak of Mount Odesh, the southernmost mountain of the chain. The city's stone wall is less than the height of a tall man, as if to keep from impeding the view from those inside.

One of the first things visitors notice is the lack of a river or other obvious supply of water. The city sits over a large aquifer and dozens of wells dot the city. Instead of a grid of blocks divided by roads, Daruk is built in circles around the oldest of these wells. Moving through the labyrinthine roads is a daunting task, and people tend to stay in their own neighborhoods.

Government: Daruk is an isolated, independent city between Paru'Bor and O'Par. Duke Dalorak II fends off "offers" by both nations to incorporate his city into their realms. The Duke's family has had to fight for its independence before, and neither Paru'Bor, with its own wars to fight, or weak O'Par wishes to spend valuable resources conquering a city whose people fight so hard to keep so little.

Economy: Early in their expansion into the area, the Kalamarans founded Daruk as a mining colony. Kalamarans mining the rich copper veins in the foothills of the Byth Mountains needed an outpost. The copper still provides a reliable income for the Darukans without attracting the attention of a gold or a silver mine. Bet Regor is their largest trading partner; Darukans try to avoid the higher taxes and slower market in Bet Bireli.

Wide rye fields surround the city, and the rye is both a local staple and the largest part of any merchant caravan leaving the city. Foreigners pay good prices for a loaf of Darukan Seed bread, sold out of the largest rye fields northwest of the city.

Military: The independent city relies on a standing militia of 90 light footmen and 50 crossbowmen. Being between two stronger nations, the Darukans find that the larger armies north and south of them channel unwanted visitors their way. When they can afford it, they hire a mercenary band to augment their military strength.

The frequency of Daruk's use of mercenary bands—two or three commissions each winter—brings bands here looking for employment throughout the year. These bands

are quite willing to accept other commissions when the city does not need them. They include the Black Riders (30 mounted heavy cavalry led by Gortha Redshield, a half-orc), the Shadow of Night (a ranger and his eighteen light infantry), and Barkam's Raiders (twelve to twenty green troops from Paru'Bor and Barkam himself).

Temples: The Home Foundation, the Church of Life's Fire, the Church of the Night's Beauty, the Temple of the Three Strengths, the Temple of Enchantment, and the Church of Chance have established temples in the city. The Parish of the Prolific Coin is vital to the community because it operates the copper trade and has close ties to the Golden Alliance.

The Home Foundation, the largest of these faiths, holds frequent activities that bring the community together, such as the raising of a home for a newly wed couple, the extension of a road, or the repair of a section of the city wall. Father Neimon knows nearly everybody in the city, and mobs will come to his rescue if anyone ever threatens him.

Mages & Sages: Rural Daruk holds no attraction for scholars and little more for wizards. Enga, an ancient Fhokki, searches Daruk and its environs for information about an artifact last known to be in the hands of the derro. In 542 I.R, a derro tribe poisoned the aquifer, threatening not only the city of Daruk, but also the entire E'Liral River valley, since the underground source flows into that river. Enga was the sole survivor of the adventuring band that destroyed the derro and saved the city.

Underworld: The city has a share of pickpockets, burglars and thieves, but the majority of the crime in the area occurs outside the city in the form of banditry and brigandage.

Scoundrels avoiding the governments of several surrounding nations take refuge in the Kabela Downs.

The thieves in the city whisper about a mummified Dejy shaman who rose from one of the burial mounds just above the city years ago. The mummy, known as Shimantra, rots iron and steel weapons with his touch and his breath inflicts fatal disease. He arose after the discovery of a mining cave-in site that had apparently claimed the lives of Dejy tribesmen centuries ago. One of the workers, thinking himself unobserved, took a bronze bracelet from one of the skeletons. Shimantra is searching for his wife's favorite piece of jewelry so that her own spirit - now a ghost that haunts the mines - will rest peacefully.

Interesting Sites: Five-vaned windmills face west-southwest to catch the prevailing winds. While some of these devices operate mills, others drive pumps to bring the aquifer's water to the surface. Local stories feature the windmills as popular trysting places for young lovers.

Special Notes: A noble wizard and alchemist, the knight Likon, operates a tiny shop in the center of town. He sells acids to engravers, makes thunderstones for performers and adventurers, and polishes glass for spyglasses. Late at night, after everyone is in bed, he steals dead bodies from their resting places for the creation of a flesh golem.

Six years ago, Likon discovered an ancient cave in the mountains. The cave entered the lower levels of an abandoned underground dwarven town. One of the rooms was protected by a delicate lock that needs dexterous hands to open, great strength to open the door, and the ability to survive a trap that emits poisonous gas. Likon intends for his golem to open the door so that he can retrieve the treasures he believes it hides.

Sittik

Sittik is a venom extracted from the marine snake known among the people along Lake Adesh as the Gif Nort (the Sleepy Weed) for its lack of energy. Sittik is delivered by injury, has a DC 12, and inflicts 1d4 Dexterity loss initial damage and 1d6 Dexterity loss secondary damage. Each dose has a comparative cost of 200 gp, although the people of Varmorr and Norr Bharr, who alone know the sleepy weed and its venom, have little use for metal coins they can neither consume nor burn for heat.

Fymar, Gateway to the East

Population: 5,200. Almost 4500 are mixed Fhokki, Dejy and Reanaarese. The remaining 800 or so are demihumans, including half-elves, elves, halflings, and gnomes. The city houses few dwarves.

At a Glance: Located in the Narrajy Forest, Fymar is at the northernmost point of the Bay. Fymar's stone wall is thin and could certainly not resist even the crudest of siege engines. It varies from eight to eleven feet in height and holds few guard posts and no catwalk behind it. The guard posts do seem defensible - boasting arrow slits, warning horns, conical roofs, and six to eight alert guards.

Inside, the city shows the typical sturdy Reanaarian architecture, with brick structures side-by-side with masonry homes and

businesses. The marketplace sounds muted and subdued compared to others, and certain merchants exhibit animosity toward others. Coins from elsewhere are accepted, but merchants always give change in local coinage. The foreign monies are melted down and recast.

Government: Fymar's government is closely modeled after the Fhokki Skryvalkkers to the north and west. They have a hereditary monarchy who goes by the title of *atharr*, taken from a Fhokki word for warlord. Atharr Heger is a popular leader with the more Fhokki element of the city, although less so with the few pure Reanaarians and the demihumans. He has great vitality and leads an active lifestyle.

The Reanaarian dislike stems from his interest in establishing an overland trade route around the eastern plains and on to Thygasha. The Fhokki who first accepted this venture returned laden with wealth from Dejy tribes in the desert. Now the city's merchants have neglected traffic from the Bay, which has provided goods since they first discovered it and the Reanaarians are concerned.

Economy: The new change in the direction of trade has the economy in turmoil. Goods formerly common are now in high demand, and their prices are escalating. These goods include textiles from Thybaj, spices and herbs from Zazahni (though Zoa), Drhokkeran chargers, locally hunted deer from the Narrajy and amber. All of these goods are in demand from the Thygashans and Khydoban Desert nomads with whom the Fymaran merchants have been trading.

In return, the merchants have brought back a great deal of raw silver, glass and faience, beautiful ceramics (although breakage on the trip makes the prospect risky), and natron.

Military: Fymar's militia is spread thin, and adventurers who exhibit the ability to command troops might be asked to stay and help build a larger force. The city claims 180 armed troops trained in fighting together, but at any given time all but 40 are employed as caravan guards or serve on one of the two warships the city keeps at sea to protect its shipping.

Fymar is currently unable to defend itself against a major threat. Even small, unorganized bands of humanoids would inflict much damage against the city in terms of loss of life, property, and business. Captain Bythok is the leader of the militia. He encourages the merchants to hire and train their own guards so that he does not have to protect them with so much of his meager forces. His men on watch have given him disturbing reports lately of orcish drums in the forest and campfires in the far north where they know of no villages. Bythok is desperate to build Fymar's defenses against what he considers a disaster waiting to happen.

Temples: The Parish of the Prolific Coin, never popular in the past, has been rebuilt to accommodate the great number of merchants who have come to give their thanks. The Assembly of Light has a great many followers, and the Founder's Creation has a thriving membership as well. Other temples include the Parish of Love, the Temple of Enchantment, the Conventicle of the Great Tree (located in the nearby forest), the Conventicle of Affliction, and a shrine to the Vicelord.

Mages & Sages: Tethen Coldhammer is a wizard who made one trip into the deep desert with a caravan that failed due to losses from severe weather. Tethen brought back a dozen canopic jars that house the life force of an elite guard of troops buried to protect a long-dead emperor in the afterlife. The soldiers are mummies, and they wander the desert in search of their priceless urns.

Haruma the Lonely is a woman of regal bearing who specializes in the study of religious artifacts. She is a member of the Temple of Enchantment and knows her own faith's items better than anyone else.

Underworld: The smugglers in Fymar are in chaos. Their established routines are failing as trade is shifting. With their old sources drying up, some are turning to outright theft, while others are widening their activities to include piracy. Fymar's latest addition to the piratical activities on the bay is the Nightmare Sails, a quick and deadly ship crewed by Avol Xearan. Unlike other pirates, Avol does not fear sinking an enemy ship since he has an agreement with a band of sahuagin to recover underwater treasures. While the sahuagin invariably cheat Avol on his shares, he figures that when he gets enough magic, he will invade their lair and get it all back.

Besides the smugglers, Fymar has to endure a thieves' guild of about 30 individuals that work together only by accident. The guild poses little threat to civil peace. Their activities include primarily burglary and pickpocketing.

Interesting Sites: Fymar's gates might be weak, but the city's ornamentation is brilliant. New ideas taken from ruins in the Khydoban desert have inspired the local artists. New gates of bronze have been erected at the eastern entrance, covered in pictoglyphs that mimic the ancient writing of the Khydoban, and adorned with colorful drawings of humans and animals engaged in chores both mundane and magical.

Fymar's largest statue is a massive bull of a type no longer living in the area. Herds of bright red bulls whose horns curled tightly in a vertical twist once roamed the plains. Whether disease, hunting, or disaster brought them low, no local knows. The eight foot gold statue near the flower gardens of the Parish of Love is life-sized, however, and the city's butchers often sigh and wish for their return.

Special Notes: Tethen also brought back a hacking cough that he attributes to dust from the ancient caves where he found his treasures. He is partially right. The dust did make him ill, but the illness has just begun. In a few months he will waste away and become a wight under the control of the undead emperor.

Narr-Rytarr
Lost City of the North

Population: 25,000 Fhokki and Dejy humans. The city also claims about 1,000 wood elves and at least 2,000 halflings.

At a Glance: The young homes, still fresh with the scent of cut wood, the tall people, and the hard-working domestic animals all shout youth and vitality. A tall bronze statue of the semi-mythical hero Jorakk, after whom the area is named, is the most outstanding visible object visitors spot when they enter through the single gate in the six-foot wall around the town. A plaque on the statue's base appeals to the people who follow Jorakk to "Wait not for a path to appear if you wish to journey. Make the path yourself that others may follow."

A cartographer's rendering of Narr-Rytarr

Government: Mayor Tanarr Lorr, elected to a life-long term, is the city's principal government official. He sees as his primary duty the appointment of magistrates, judges, and other officials.

Captain Thalnawr, the senior member of the military, ensures that the merchants who dock at the port pay their taxes, which go almost entirely to wages and to buy equipment for the city-state's small army. A surplus does build up, but the good captain uses it for maintenance to the city's modest wall and a few two-story watchtowers.

The people here are accustomed to their independence. Civil disputes are generally settled by a cleric of the people involved if they are of the same faith, only going before a magistrate as a last resort.

Economy: The city was originally founded as a small trading post but has since grown to a respectable size. The city and surrounding forest are home to many lumberjacks, rangers, trappers and furriers. Local trappers, fishermen and woodsmen sell their wares in Narr-Rytarr.

The city sees a moderate trade going through it, from the villages along Lake Jorakk up the Jorakk River and the reverse. Narr-Rytarr taxes these ships steeply, but it also protects them well and buys some of their goods, so the merchants complain only to keep the taxes from increasing further.

Sailors hook huge ice floes from northern Lake Jorakk and pull them to Narr-Rytarr. There they sell them to merchants who transport the ice up river. Nobility in Tharggy and Thybaj are willing to pay exorbitant prices for the refrigeration provided by the ice.

Military: The 150 light cavalry loyal to Narr-Rytarr patrols the coast of Lake Jorakk, while the 150 members of the army equipped as heavy infantry march through the woods and the city's streets. Pleas for help from the many villages within their protection keep the army dispersed and only marginally effective. The city also has a small force of hobilars that are effective against the orcs and bugbears of the Rytarr forest.

Narr-Rytarr has a squadron of four warships. It also has a contingent of derelict vessels whose hulls are loaded with rocks. In time of war the sailors may, if necessary, sink the boats in the river's mouth thereby blocking access to enemy ships.

Temples: The largest and most influential temple among the local population is the Temple of the Patient Arrow. High Huntress Alentarr is famous for her calmness in a crisis and her ability to see to the heart of any matter. She also serves as one of the city's judges.

Other temples allow worship of Risk, the Creator of Strife, the Landlord, and the Vicelord. The Church of the Night's Beauty is another favorite here, and its followers consider Narr-Rytarr blessed because the brightness of the night sky allows clear identification of the constellations and especially because of the brilliant auroras visible over the lake to the north.

Mages & Sages: Wizards are rare and untrusted in Narr-Rytarr. For the first part of its history, life was too short and death too close for any but the most powerful wizards. During this time the Sentinels of the True Way built strong support from the people.

Despite the danger, wizards do come to the area to escape more immediate threats elsewhere, to research in private, or for the same simple reason as other people–the grandeur of the north. These wizards tend to masquerade as common scholars since the illiterate folk of Narr-Rytarr cannot differentiate between a standard tome and a spellbook.

One of these scholars is Amilakar Thoran, an O'Paran native searching for his Fhokki roots. His first major

discovery along the shores of Lake Jorakk was a curious icon very similar to those carried by the clerics of the strange fish-people who attacked the city recently. Amilakar has hidden the icon away and does not mention it; he is afraid the creatures might have been trying to recover it and does not want to be blamed for the terror and loss of life the attack caused.

Underworld: The Sentinels of the True Way form the largest and most conspicuous criminals. Aside from their activities, crime takes the form of feuds between large families that grow violent and often last for generations. The city has no organized thieves' guild. Occasionally a group bands together in numbers of a dozen or two, but these bands dissipate upon the capture, death, or departure of the rogue who organized them.

Interesting Sites: The presence of a druidic grove west of town is common knowledge. The druid who cares for the grove sometimes enters town, usually seeking retribution for destructive acts performed by the Sentinels of the True Way. His threats have become worse with each offense, and on the last occasion he conjured an earth elemental in the center of town to make sure the Sentinels knew this was his last warning.

Special Notes: The Rytarr Woods' rich wildlife draws predators of all kinds and these creatures occasionally threaten the city's inhabitants and merchants. The city is thus susceptible to all manner of strange attacks, ranging from mundane wolves, giant spiders, and bears to more exotic bugbears, gnolls, stirges, and troglodytes. Some of the town's rangers, who come to worship on holy days, tell stories about ogres and giants in the denser, older woods to the far east.

Large and alien creatures also come up out of Lake Jorakk. The most recent incursion was a tribe of fish-like humanoids that worshipped a weird lobster-headed creature. Their foul clerics and exotic weapons forced the army to draw back three times, almost to the city walls, before a cavalry sortie drove the creatures back to the sea. Captain Thalnawr immediately warned the regular merchants and sent word out to the villages along the coast.

Shyff

Population: 7,500. The humans are primarily Dejy and Fhokki with definite Reanaarian influence. Gnomes and wood elves live in and around the city in the Narrajy Forest.

At a Glance: The city is hard to see from the bay. Instead of wrapping around a harbor in a crescent like most cities, only a few storehouses line the bay. The reason certainly stems from the horrible odor of dead fish that emanates from the sea during the summer months. The rest of the city extends along a wide road leading north away from the bay.

Government: The head of the shipwrights' guild selects the mayor of Shyff. Likely mayoral candidates are heads of other guilds, such as the woodcutters' guild or the navigators' guild. The shipbuilders' guild appoints a new guildmaster every nine years and rarely does the mayor not change when a new guild master is appointed.

The current mayor is Dealaan, a Reanaarian who has allowed high inflation to ruin the value of Shyff's coinage, causing many folk to resort to barter, hoarding their coins in hopes of better times. Fortunately, the shipwrights' guildmaster is due to end his own nine-year term soon (in 746 Y.N.D., or 565 I.R.).

Economy: The shores of the bay near Shyff produce excellent quality amber. The humans are the principal gatherers of the useful stones and both humans and gnomes use it to make everything from tools to jewelry. Merchants also export it to the rest of the bay area (where it is less common) and to Svimohzia.

The city was originally a Dejy village, then a mining colony that grew slowly into independence. The tall, straight trees of the Narrajy make perfect masts, and other trees become boats, homes, and furniture for cities along the bay and across the southern parts of the continent. Few craftsmen in the city make these products themselves; they simply sell the lumber.

Ships are the exception to this rule, and any watercraft made in Shyff sells for up to twice the price of a similar vessel from another port. Consider these ships to be masterwork tools that give their bonus to Profession: Sailor. The citizens of Shyff sell these vessels to anyone, but pirates pay extra. Shyff's reputation for outstanding shipbuilding is legendary. Ships over 100 years old bearing her trademark swan emblem still sail as far away as Dowond-Brandel.

Welcome imports include weapons and armor for the militia and Shyff's independent armies, useful metals from the Ka'Asas via the port at Zoa, and precious metals from the Vrykarr. Mayor Dealaan, full of delusions of grandeur (and stinging from a hoard of 5,000 counterfeit gold coins recently) has denounced the value of foreign coins. If visitors wish to purchase anything with coins, the cost is at least double. Barter is always welcome, and Shyffers will accept coins from visitors who prove themselves trustworthy.

Military: Shyff maintains a standing army of fifty disciplined infantrymen (splint mail, shield, and halberd), thirty adept crossbowmen (light crossbow, breastplate, and rapier), and fifty awkward cavalry (scale mail, scimitar, and wooden shields). These full-time soldiers patrol the forest as well, keeping it free of dangerous denizens. Shyff's navy (twenty galleons of veteran marines and salty sailors) is the best in the water. In her 100-year plus history, Shyff has never lost a naval battle.

Dealaan scorns the use of mercenary groups. Since his

encounters with the House of Knives he has a deep (and deserved) mistrust of hired blades. Despite her excellent navy, Shyff's main threats still come from the relentless pirates that sail Reanaaria Bay.

Temples: Besides the Courts of Justice, the Parish of Love, the Temple of the Patient Arrow, the Church of the Silver Mist, the Church of Chance, and the Order of the Passionate One all have temples present in Shyff. The House of Knives is gaining popularity as well, and Dealaan's uninspired law enforcement cannot seem to stop the actions of this evil faith.

Mages & Sages: Merr, the creator of the *frostburn* spell (similar parameters to a *fireball* spell, but the damage is cold and does not ignite items in its area of effect), might be Shyff's most famous resident. The taciturn Fhokki wizard refuses to take pupils, despite being offered large sums of money. Merr follows the Flaymaster but knows not to make his worship public.

Athaga is a charismatic and fastidious young noble of the house of Chay. This noble house has been part of Shyff's history since the beginning, and a tiny but growing faction urges Athaga to displace Dealaan by force of arms and assume his place. Athaga is flattered by their support but politely demurs.

Underworld: Dealaan owes the House of Knives a favor for an act taken against a gnomish elder while Dealaan's father was the mayor twenty years ago. Dealaan never dreamed that he would one day be the mayor. Throughout his youth and adulthood, the House of Knives never called in the favor. Recently, they have asked for it: they want Dealaan to marry one of their clerics and legitimize their faith. They have made their petition twice and have hinted that the third request will be delivered to the new baron.

Interesting Sites: For excitement, the townsfolk gather around one of several monstrous pits and dump in wagonloads of wood chips, animal dung, and refuse. A few burning brands later, a roaring fire lights up the night for miles. The six pits are deep enough and distant enough from any flammable substances that there is little risk (but not *no* risk) of a blaze growing out of control. These pits are about 30 feet wide by 10 feet across, 20 feet deep, and no less than 50 feet from any other buildings or trees.

Special Notes: Shyff's economic problems and Dealaan's personal trouble promise trouble for any adventurers in the city. He might use them as a scapegoat for the counterfeiting problem in an effort to make himself look good, or he might try to recruit them to sow dissension among the military force of the Courts of Justice. Whatever he does, he will not ignore them.

Topography of the Wild Lands

WOODLANDS

Fyban Forest: This wooded valley sheltered from the elements by the sheer Kakidelas is a favorite wintering spot for the Dejy peoples. Numerous elves and halflings occupy the eastern portion of the Fyban. The entire area is dense with game animals and the creeks flowing down from the Counai Heights are laden with fish.

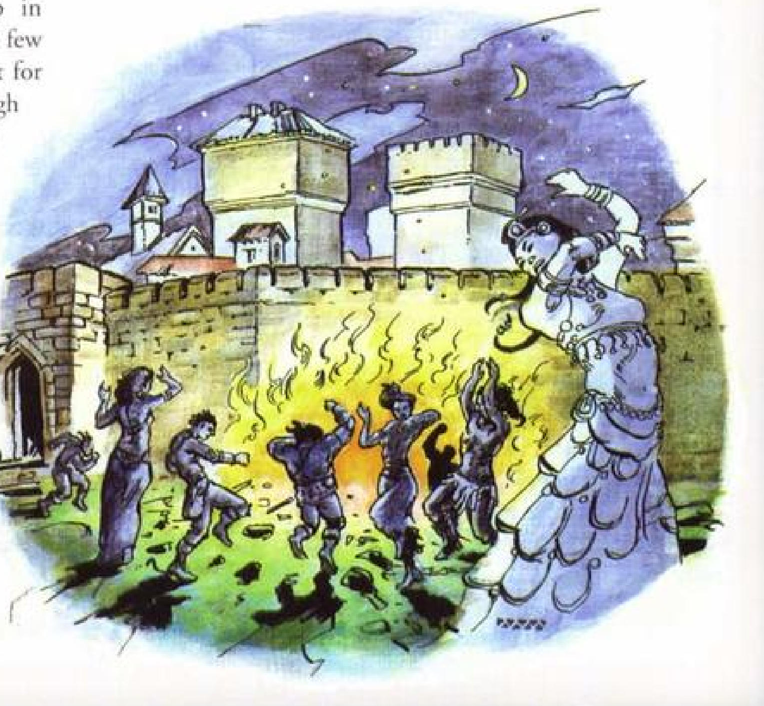
Khorren Woods: Slennish raiding parties find this narrow forest of pines as an ideal infiltration route into Shynabyth. Aside from the obvious benefit of cover, the Khorren is more conducive to the small unit tactics of the Slen than the Shynabyth pike phalanxes of King Joto.

Narrajy Forest: This narrow forest encircles the northern tip of Reanaaria Bay. Its tall conifers are highly prized by area shipwrights. Several small logging villages and the City-State of Shyff are located on its southern fringe.

Rokk Woods: This hardwood forest rings the northern terminus of the Vrykarr Mountains. The Jorakk River flows through these hilly woods. Game is plentiful, as the area is sparsely populated.

Ryakk Woods: See Kalamar

Rytarr Woods: This massive forest runs for hundreds of miles encircling the frigid coastline of Lake Jorakk. Although game is plentiful,



these birch and pine woods are sparsely inhabited by hunters and trappers. Packs of hungry dire wolves roam this forest in the winter.

MOUNTAIN RANGES

Byth Mountains: Claimed by King Joto of Shynabyth, the Byth Mountains are also home to the dwarven Kingdom of Draska and many deep gnome clans. Draska and Shynabyth are on amicable terms and are currently under a treaty of mutual protection. The primary concern of the dwarves is the raiding Slen berserkers who have proven to be a far more dangerous threat than the orcs they displaced. The dwarves have provided Joto with arms, armor and infantry for battling both Slen and Paru'Bor. A few cowed tribes of humanoids migrated here in the wake of the rise of the Theocracy of Slen, but little has been heard of their activities in recent years.

Draska, the Hidden City

Population: The city numbers 17,000 mountain dwarves, as well as a couple hundred Fhokki who live among them. These people initially sought refuge from the Slen and have never left. They have adopted the dwarven tongue for their own use and follow dwarven laws and customs. Elves are not welcome.

At a Glance: From the outside, little is evident of this dwarven capital except for an occasional stream of smoke from the forges and smelters underneath the mountains. Often as not, the smoke is miles away, diverted by a cunning system of chimneys to conceal the actual mines.

Once inside, the city is cramped by human standards. Earthen passages tend to be larger, but stone rooms are often small and poorly lit. Large fires are illegal (punishable by exile) and loud noises are not very welcome, either, except for the unavoidable banging of hammer on anvil.

Government: Draska is a hereditary monarchy. King Norbaren became king in 475 I.R. after the (natural) death of his father during the final days of the Great Mountain Wars. Norbaren made a tentative peace with his elven neighbors despite reluctance from within Draska. The peace has turned out to be crucial to trade, with merchants from Shynabyth bringing less each year and the Dejy Wars disrupting trade with Ek'Gakel.

Norbaren has five sons. Each of the four younger princes acts as ambassador to one of the kingdom's trade partners–the Brindonwood, Bet Regor, Rynoshok, and Betasa. The oldest, Prince Barkandor, acted as ambassador to Rynoshok for several decades before becoming the Chief Magistrate. Barkandor has the admiration of the kingdom's clerics and its allies. He will make a solid leader when his time arrives.

Economy: Draska is tied by treaty and trade to Shynabyth. The dwarves export fine arms and armor and import cloth, leather, salt, and a wide variety of foods. One food they do not import is fish, since an underground lake provides them with enough fish to make the dwarves sick of it.

Military: The city garrison numbers about 300 infantry (splint mail or full plate and dwarven waraxes) backed by 150 crossbowmen (leather armor, heavy crossbows, and hand axes or daggers). Additionally, a reconnaissance company of 200 pony-mounted cavalry (studded leather, small metal shield, and light mace or pick) patrols the Hadaf Highlands as far as the Brindonwood with occasional jaunts to Shyta-na-Dobyo to trade their excellent swords for that city's equally fine wine. The garrison is cautious about engaging other units in a pitched battle (due to their scant numbers), but they are fearless in battle and fight aggressively unless obviously outmatched and the opponent shows no sign of retreat.

Temples: The Halls of the Valiant, the Home Foundation, and the Church of Life's Fire are the largest and most influential faiths in the city, but all lawful good, neutral good and lawful neutral faiths and their clerics are respected. The Powermaster, the Mule, and the Fate Scribe have significant followings as well. The largest single faith is that of the Knight of the Gods, led by Rurik Guntern. The chanting from the temple during services echoes in the otherwise silent halls of the city, and workers who cannot or do not attend the service often stop to listen to it.

Mages & Sages: Fhokki wizards are rare, but dwarven wizards are rarer, so the Fhokki see arcane magic as one thing they can offer their hosts in return for the safety they have been granted. Several Fhokki apprentice under their senior wizard, Gulli. Gulli is a playful woman who becomes serious only for the hour or two spent each day with her pupils. Her magical talents lie in minor enchantments, potion making, and an uncanny ability to correctly choose what spells she needs in advance.

One dwarven wizard worthy of note, Farstad the Steadfast, applies his talents to defending the kingdom. He creates powerful illusions to hide entrances to the kingdom from the all-too-near Slen. He also plants wards and traps along those routes that the Slennish invaders might take. His greatest service is the use of his *crystal ball*, which he uses to check pre-established checkpoints along the eastern border to ensure that they have not been compromised or overrun. The dwarves labor to keep his presence a secret from outsiders because his strength lies in his anonymity.

Underworld: Dwarves hate thieves, and Draska's strict law forbids a legal guild for their activities. Furthermore, extensive use of maiming and exile as punishment guarantees that thieves are not repeat offenders in Draskan society. Forging letters of credit is a fairly common crime, as is smuggling (especially wine). The kingdom has no restriction against carrying weapons, however, for the dwarves believe that a person should be heavily armed in order to

protect himself. Raising a weapon against a dwarf earns long imprisonment or death.

Interesting Sites: The tunnels underneath the city proper open up to natural caves that extend for a long trek beneath the surface. Many of these caves are still being carved and the passage of water through them prevents the dwarves from exploring them fully. The Starry Vault is a revered cave with bright crystals embedded on all sides. Draskans consider the Vault under the reflected light of a single candle to be the most beautiful sight on all of Tellene.

Special Notes: A dwarven vampire, exiled from his people in life because he openly worshiped the Harvester of Souls, sometimes traps lone miners and explorers far from help. Instead of killing them outright, he captures them and imprisons them in a cage of bones, often with skeletons of missing friends or family in the cage with them. The vampire haunts the lower mines from the shadows and sometimes boldly enters the city proper. He is trying to reach the few others he converted to his evil faith before his exile and bring them to a shrine he has erected in his home deep beneath the surface.

Counai Heights: See Reanaaria

Deshada Mountains: This narrow range, known for its exceptionally grueling topography, rises from the northern Byth Mountains and runs far northwest into the unexplored arctic tundra. Shadesh Bay abuts its western slopes and is the recipient of plentiful icebergs from a huge glacier known as the Frozen Floe. The Deshadas' twisting valleys shelter many human rogues and renegade humanoid clans. Home to the feared Slennish Temple of Kako-Gyr, the Deshadas have decreased in commercial relevance over the last half century. Though possessing fair amounts of ores, very little mining is performed today.

Jorakk Mountains: These windswept mountains lie on the northern fringes of Lake Jorakk. The range is known to have abundant stores of high grade iron ore. The native dwarves rely on traders from Narr-Rytarr to provide them with sundries in exchange for fabricated iron items and refined pigs of steel. Many colonies of orcs and ogres call the Jorakks home and make it a dangerous place for ill-armed parties.

Kakidela Mountains: See Kalamar

Kolokar's Barrier: See Kalamar

Vrykarr Mountains: This broad northern swath of the Ka'Asa range separates the Reanaaria Bay city-states from the Dejy steppes. Nestled in its worn alpine peaks are many cozy little valleys wherein one can find gnomes in large numbers. The scattered clans have a loosely organized government of twelve cantons that the gnomes originally formed some 300 years ago to rid the area of unsavory goblinoid inhabitants. The gnomes maintain a tireless vigil to ward off the many giants found in the upper reaches of the Vrykarrs. Occasional humanoid raiding parties are also encountered. Though not abundant in natural wealth, these mountains do yield gold, silver and gems to those who know its secrets.

HILLS

Aggar Rise: These hills stretch from the southernmost source of the Jenshyta River to the Jenth Ridges. Any valuable gems and minerals have long since been removed from these steep hills. However, the southern region has become a refuge for dwarves from the Ka'Asa Mountains fleeing Kalamaran imperialism. The northern region is home to Tharrgy furriers and trappers. The Tharggy town of Shaggar sits comfortably among the slopes.

Gadra Uplands: Forming the northern boundary of Shynabyth control, these hills, especially near the Deshada River, have become depopulated as Dejy yeomen abandoned their homesteads for fear of the cultists. Heavily-armed Shynabyth patrols are usually the only humans encountered within ten leagues of the Gadras. The southern section is still dotted with little farming thorps throughout.

Hadaf Highlands: These rugged hills lying between Shadesh Bay and the Deshada-Byth Mountains serve as a summer grazing area for Dejy herdsmen, but are abandoned at the onset of fall. Winter hunger drives foul creatures from their mountain lairs in search of prey, hence, the wise shepherd will be found far from this place until early or even midsummer.

Jenth Ridges: Running from the Fyban Forest in the west to the Rokk Woods in the east, these rugged hills flank the Vrykarr valley. Though nominally under Thybaj rule, the demi-humans who inhabit this area are self-governing. That portion which is covered by the Fyban Forest is home to a large elven population and a number of halfling villages that dot its perimeter. The ore-laden eastern slopes are home to several gnomish and dwarven communities.

Kabela Downs: These grassy knolls form a disputed boundary between Paru'Bor and Shynabyth. The area south of the Renador River is under Prince Ragil's control and forms a vital link from Paru'Bor to the good nations of the east. Were it not for his troubles with the Slen, King Joto would be in a much better condition to challenge the Paruvian cavalry in these hills.

Kakapela Hills: See Kalamar

Shada Hills: These cold hills comprise the eastern foothills of the Deshada Mountains and run as far south as the Deshada River. The dreaded Slen now inhabit this area making it less appealing than ever. The Fhokki herdsmen, who used to summer their flocks in these valleys, now give it a wide berth.

Shyf Hills: This region of hills lies to the east of the Kabela Downs and is similar to it in nearly all respects. Shynabyth patrols and jealously guards these highlands.

Shynako Hills: These ancient hills form a passable breach between the Byth and Kakidela mountain ranges and have traditionally marked the boundary between the eastern and central areas of the continent. The mineral-poor hills are sparsely populated due to a subtle, yet omnipresent, feeling of apprehension that issues forth from the Ryakk Woods.

WETLANDS

Kannej Swamp: As the Shyf River flows across the Dejy plains, it gradually meanders into the vast marshy plain of Kannej. A summer haven for waterfowl, Fhokki and Dejy hunters and trappers frequent this locale. Humanoid inhabitants have long since been driven from this place by the northern tribesmen.

DESERTS

Khydoban Desert: See Reanaaria

BODIES OF WATER

Lake Adesh: This murky lake rests atop the Kannej Swamp. Seldom more than a fathom or two in depth, the lake is dotted with countless islets.

Lake Jorakk: The pristine waters of this gigantic lake abound with huge game fish and the occasional giant gar. Vessels that ply these waters are as rugged and seaworthy as their ocean faring sisters for storms on Lake Jorakk nearly rival ocean gales. Few commercial vessels sail upon this inland sea as the environs are sparsely populated.

Reanaaria Bay: See Reanaaria

RIVERS

Deshada River: This river joins the Upper Byth River as it flows to Lake Adesh.

Jendasha River: The Jendasha drains most of the Fhokki plains. Its broad waters are slow moving but navigable from the Jorakk River to the city of Dakyno at the junction with the Jenshyta.

Jenshyta River: A significant tributary of the Jendasha River, the Jenshyta has its headwaters high in the Kakidela mountain range. Small river craft are able to navigate its waters nearly as far as the Tharggy capital of Bynarr.

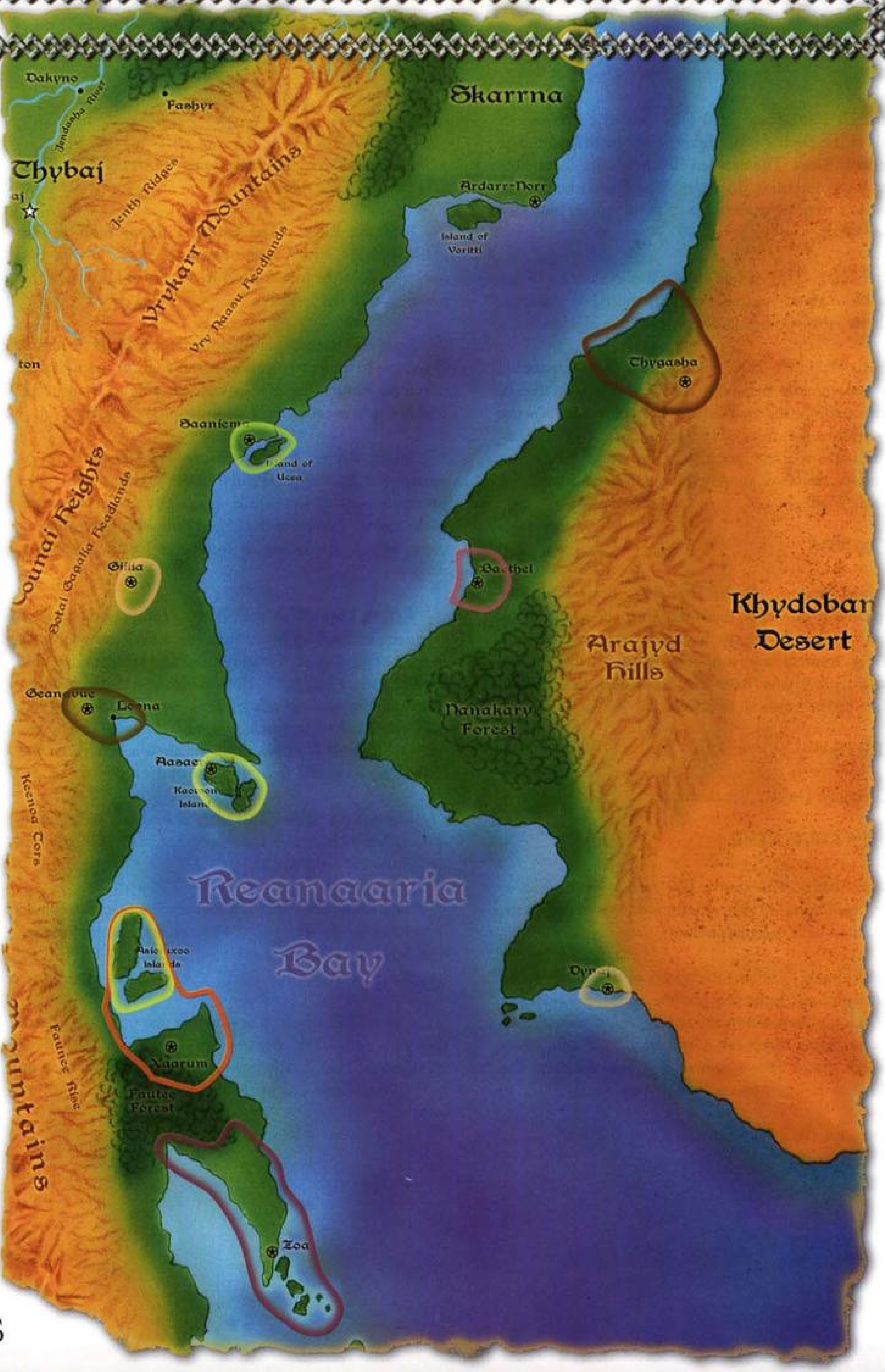
Jorakk River: A swift-moving river, the Jorakk's icy waters stem from a glacier high in the Vrykarrs. The river is tumultuous and impossible to navigate until it descends to the plains. Several of the largest Drhokker towns line its banks as it is the center of commerce for the Drhokker people.

Kylban River: This swift-flowing tributary to the Shyf originates in the Byth Mountains and runs directly through the city of Rynoshok. Plentiful trout and salmon make this river a fisher's delight. Unfortunately for the intrepid fishermen, myriad species of bear, including brown and dire, hunt the Kylban and its tributaries as well. The inhabitants of Rynoshok pollute this river quite severely, but the Kylban cleans itself a few miles east of the city.

Lower Byth River: This languid outlet of Lake Adesh is navigable by barges its entire length, a score of leagues, to its terminus at Lake Jorakk.

Shyf River: The Shyf is a meandering river that winds its way down from the Shyf Hills to the Kannej Swamp. Travelers may easily ford the Shyf throughout most of its length.

Upper Byth River: The principal inlet to Lake Adesh, this river originates from a spring high in the Byth Mountains. The Slen do not venture farther south than its banks, save to raid and war with Shynabyth.


Dakyno
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Jenth Ridges
Vrykarr Mountains
Vry Naasu Headlands
Skarrna
Ardarr-Norr
Island of Voritti
Thygasha
Island of Ucea
Sotai Gagalia Headlands
Baethel
Khydoban
Desert
Arajyd
Hills
Nanakary
Forest
Keenoa Tors
Reanaaria
Bay
Xagrum
Fautee Forest
Zoa
Mountains

Chapter 6

Reanaaria Bay

Many years ago, the ancestors of the modern Reanaarians were a tribe of hunters who followed the migration of wild game. Eventually, groups of gnolls and ogres moved into the area and began to prey upon the peaceful Reanaarians. When the humanoids felt strong enough, they launched an all-out assault.

The Reanaarians fled the lowlands of what is now modern day Kalamar and traveled up the slopes of the P'Rorul Peaks. For weeks, the monsters pursued, feasting upon the fallen. They forced the harried Reanaarians into a pass through the mountains. Finally, the Reanaarese rear guard caused an avalanche to cut off the humanoid pursuit. The Reanaarian tribes found themselves stuck between the now-impassable mountains and the harsh, rocky seacoast of Reanaaria Bay.

The Reanaarians adapted to their new home by learning to fish the many small streams with nets. They also learned to build rafts and small watercraft to navigate the streams and shallow coastal waters. They supplemented their seafood diet with meat from the sheep and goats that inhabited the rocky hills of the eastern P'Roruls.

The Reanaarians lived in relative seclusion until they encountered a small tribe of gnomes living in the mountains to the north. The gnomes taught the Reanaarians the art of tier farming and helped them develop an irrigation system to grow crops along the mountainside. The gnomes designed many varieties of outlandish watercraft to help the Reanaarians navigate the deeper waters of the Bay. These contraptions typically sank on their maiden voyage.

Life continued uninterrupted until a group of elves who were sailing the world stopped at the curious little coastal city. The Reanaarians were amazed at what they saw—a massive, multi-sail vessel, manned by strange peoples. The elves, touched by these simple good-hearted folk, taught them the arts of shipbuilding, sailing and stellar navigation. The Reanaarians were already adept small craft sailors and learned quickly. After a short (by elven standards) 25-year visit, the elves left to continue on their worldly travels. They left behind a great deal of knowledge and many half-elves, too.

The Reanaarians became great sailors and eventually colonized much of the bay area. Their only setbacks were huge sea monsters that swallowed up smaller ships, and giant squids or armies of sea-humanoids that assaulted the larger ships. The Reanaarians soon constructed massive war ships armed with ballistae and manned with marines. They reinforced the hulls of these battleships to absorb massive blows from below the surface. These ships were bulky and slow, but they could better handle the denizens of the sea and were soon the ships-of-choice of merchants. Extensive trading took place between the numerous colonies.

The waterborne trade soon encountered a new threat - pirates. These Reanaarese pirates had streamlined sailing vessels, which could catch and assault the large, lumbering trade ships that were built to stop attacks from below the surface, not above. The pirates populated many of the small offshore islands in the bay.

When the unsuspecting elves first returned to the bay area, they assumed the pirates were peaceful. This made it particularly easy for the pirates to board the elvish vessels and take the crew completely by surprise. Because the elves had more wealth on board, they soon became favorite targets for the pirates. As the news of pirates spread, the elves rarely visited the area, and those that did were often able to play the role of the sheep and turn the tables on the unsuspecting pirates.

Today, the colonies are small city-states. Each city is governed by a single ruler or king. The kings were originally tribal leaders or successful merchants, the latter with dwarves coming down from the mountains and trading gems and metals for lumber, clothing and food. The land holds little strategic value, so peace usually dominates the area. The northern regions are an exception in that they

have some agricultural and strategic value and thus are subject to invasion. Most of the violence takes the form of disputes between the various kings. The majority of cities ally with two or three of the neighboring towns and villages and band together in times of danger.

Aasaer, City of Pirates

Population: 6,700

At a Glance: Aasaer is a pock on the face of the bay that sits on the northwest side of Kaotoon Island. Seedy taverns litter every corner, murder victims rot in the alleys, and prostitutes crowd the doorways. Despite its cosmetic flaws, gold flows freely in the streets, and nearly everyone can guess the value of a gem by eye.

Government: The infamous pirate Aasaer, after whom this port is named, appointed his most faithful lieutenant to rule the city. "Most faithful", however, does not guarantee "best," and Thastt, the gentle Fhokki bard, died at the hands of an assassin within three months.

The city now answers to ruffians in the guise of soldiers and their leader, a vicious cutthroat named Pacuam. His aggressiveness and blunt manner make him an effective, if unloved, leader. The city has undoubtedly prospered in the six years of his rule.

Economy: The city has no laws to protect consumers or citizens. At its core, it is a market for stolen and looted goods. Lots of small ports share this distinction, but Aasaer also has a core of dedicated hog ranches, hemp farms, and alfalfa crops. These sources provide food and reliable trade throughout the year. It is a rare year that all three products fail.

Military: The city's defenses center on the mobility and seamanship of its troops. Pacuam's so-called soldiers are 200 rogues and warriors with little training but much enthusiasm, especially when the odds favor them strongly. Their experience and the availability of a variety of weapons makes them fearsome against numerically inferior enemies.

The soldiers wear leather or studded leather armor and use a hodgepodge of weapons. Many of them use rapiers in battle, but others use longswords, scimitars, or even falchions. Their commander is Hagee, a half-elven native of Shyff.

Hagee is a diligent captain whose mind keeps track of all of the variables that come into play in a large battle. While not imaginative, he never falls for a simple trick, and he rarely makes an error.

Temples: Aasaer is not really dead. He feared retribution for his crimes at the hands of the nearby Zoan navy (and one particular captain with a grudge), so he changed his name to Rolon and lives in a monastery operated by the Church of Everlasting Hope. Ironically, he raided this same monastery several times as a pirate.

The Order of Agony, the House of Knives, the Temple of Strife, the Home Foundation, the Temple of the Three Strengths and the Way of the Berserk operate thriving temples. The clerics generate far more income from wealthy patrons who wish to use their spells than from tithes, since the people of Aasaer even cheat their favored church. The temples are different from other bastions of faith in that each of them is a veritable fortress. While they might cater to the pirates and thieves, no cleric has any illusions about the sanctity of his place of worship.

People widely believe that the Imposters operate one of the other faiths here, but nobody agrees which one it is. The Imposters actually impersonate a magical society, claiming to be wizards seeking the fabled Twin Eggs of the Wyvern, lost in the Bay by elven refugees fleeing the Great Mountain Wars in 657 Y.N.D. (476 I.R.).

Mages & Sages: Kaino the Peaceful leads the monastery where Aasaer hides. Kaino's reputation for his skill at the spear is legendary among the pirates, who claim that Kaino once slew every man on board a ship while his leg was chained to a mast. Once free of distraction, Kaino freed himself and sank the ship, swimming the six miles to land. Kaino is a renowned philosopher and has written several books about his observations of human and demihuman life.

Zinomha the Ancient, a wrinkled crone from rural Meznamish, came to the bay to seek first hand information on sea monsters. She owns at least a dozen bestiaries describing these creatures, complete with drawings, maps, and descriptions. For the right fee (ranging from 20 gp to over 5,000 gp), she will sell one of her books to interested parties. The accuracy and completeness of the book varies with the cost. For the minimum fee, a character can buy a thin book full of stories and rumors; the *Voyages of Captain Solok* is better suited to bards than monster hunters. At the other end of the scale is her own work of recent years, *Deep Trouble*, that describes dozens of threats from eels and sharks to sirens, krakens, and sahuagin.

Underworld: Besides the universal pirate presence, the renegade assassin Zelmos, a Zazahni expatriate is hiding in exile in the city. Banished from his home for planning to kill a duke, Zelmos is fortunate that the authorities never discovered his intentions to kill six other dukes and leave one in position to bid for the elusive kingship! Zelmos leads a band of ten toughs who act as a sort of mercenary gang, collecting debts, intimidating merchants, and performing other strong-arm activities. Despite the danger, he has been itching for a bigger, more exciting job and is thinking about moving to O'Par.

Crime in Aasaer is a daily activity and the government makes little attempt to hinder it. The official policy is to make sure that Pacuam and his soldiers are the least likely targets for crime. Punishment, when it occurs, its quick and lethal.

Interesting Sites: Aasaer boasts a long stone pier that extends into the bay. The city has no natural harbor, but its pier can handle the most massive of ships. The pier bears several warehouses, the home of the laborers' guild, an inn (the Mermaid's Kiss), and a lower level where fishermen trap crabs and fish for flounder.

The Twisted Lovers are two ancient trees that wrap around each other. A popular bard's song says that they were two lovers who were turned into trees by the Pure One when they spurned each other over a minor squabble. Once embraced, the two now try to grow as far apart as they can from each other. In reality, they are simply trees.

Special Notes: The Twin Eggs of the Wyvern do exist; the Imposters wanted a real and believable goal for their facade. Their actual purpose is the implication of the House of Knives in the murder of a priest of the Temple of Three Strengths. A successful implication would cause chaos in both faiths and allow the Imposters to sneak members into both temples as well.

The Twin Eggs lie in the frigid depths of the bay, about 100 miles northeast of the Asiotuxoo Islands ("Butterfly Islands" in Merchant's Tongue). A tiny carrock overfull of elves heading toward the unknown continent to the east with their sole treasure foundered in a storm and sank. Thirteen wraiths haunt the boat's wreck and keep both natural predators and treasure-seekers away. The band's leader, Elborn, is now a ghost who does not combat intruders. Instead, he challenges them to a test of faith that a cleric of the Temple of Enchantment would pass (as would any character who could make a Knowledge (religion) check at DC 30). Answering the question correctly earns the right to take the eggs and the dissolution of all fourteen undead.

The Twin Eggs are also known to the elves as the Daughters of Diadolai and hold no creatures inside. They are opened by an arcane ritual no longer known on Tellene and give the opener great knowledge, wisdom, and power by transforming him into a celestial being (add that template to the character).

Baethel

Population: 7,500. Almost half are Reanaarese and Dejy humans, an equal number (3600) are gnomes, and elves make up the remainder.

At a Glance: The city is obviously home to both gnomes and humans, and the architecture is unique in that most buildings have two entrances of different sizes, and chairs to different scales and two different levels of windows. Citizens ride small horses and ponies through the streets and open fields; the only crowded area is the busy marketplace.

The city is constantly windy and the breeze carries a heavy salt taste from the bay. Shortly after dawn, a light wind stirs up and stays in effect. In the afternoon and early evening, the wind is typically very brisk, dying down only well after dark. The rainy season brings storms almost daily.

Government: Despite the human population, the city's government has always remained a simple gnomish monarchy. Prince Jebim rules with the assistance of seven advisors appointed from among gnomish elders. His oldest son, Naaman, serves as his chief advisor. The two are very close and Jebim's other four sons are expected to serve on the council upon Jebim's assumption to the crown.

Economy: The farmers of the area bring barley, radishes, leafy vegetables like cabbage, tomatoes, and walnuts to the market. The citizens trade in coin or in worked goods like carts, wagons, furniture, and wind-up toys of excellent make.

Military: The larger humans have been an important part of the Baethelite military from their first meeting, when the Reanaarians helped the gnomes defend their city against an orc army. The army consists of under 200 humans in brigandine armor with spears and scimitars and mounted on light warhorses. For closer support, the city relies on 80 gnomish heavy footmen in half-plate and shield, with light pick and mace.

The army's overall commander is Caralle, a gnomish woman who sits on Jebim's council. She's too old to take to the field herself, but her knowledge of the local geography, her speedy messengers, and her *mirror of mental prowess* make her an excellent leader from the rear.

Temples: Baethel's temples, like the rest of the city, do not discriminate by racial lines. Clerics might be of any race and most faiths are chaotic in alignment. The Church of the Life's Fire is popular, the Theater of the Arts is large and diverse in its following, the Church of the Silver Mist has many followers, and the Church of the Night's Beauty owns a beautiful building over five stories in height with flowering gardens on the roof of the first level and open windows on all higher levels.

Mages & Sages: Low-level mages are fairly common in Baethel, common enough that they have formed a loose organization not quite worthy of being called a guild. Nine wizards call themselves the Alliance of Might. The Alliance has two purposes. First, they share ideas and even spells to protect themselves against the Baethelite burglars. Secondly, and more importantly, they provide support for the militia, preferably well distant of the action.

Underworld: The thieves' guild battles bitterly against the locksmith's guild at night. Baethel's burglars are the best lockpickers in the world, and the city's smiths struggle to build locks that cannot be picked or broken. The result is a supernatural talent among the city's rogues and the best locks found on Tellene.

Because of the intense competition, foreign thieves are often stymied by the Baethelite merchants and their tough locks. Those who succeed in removing the locks often fall

to cunning traps or fail to open the next lock on the door. Because they pose little threat to the welfare of the guild, Baethel's thieves' guild has no policy whatsoever concerning freelancers.

The guild's leader is currently an elf named Emaethelia who is searching for another way to win the battle with the locksmiths, preferably by magic. A *knock* spell a day, he claims, keeps the constable away.

Interesting Sites: The Sixteen Tombs are the resting places for the gnomish nobility. They are elaborate stone mausoleums that lie near the center of the city. While the first eight or ten generations lie above ground in thick stone sarcophagi, more recent additions are buried underneath the ground level in spiraling chambers that extend, in some cases, eighty feet below the surface. Intrusion is not appreciated; trespassers are executed without question.

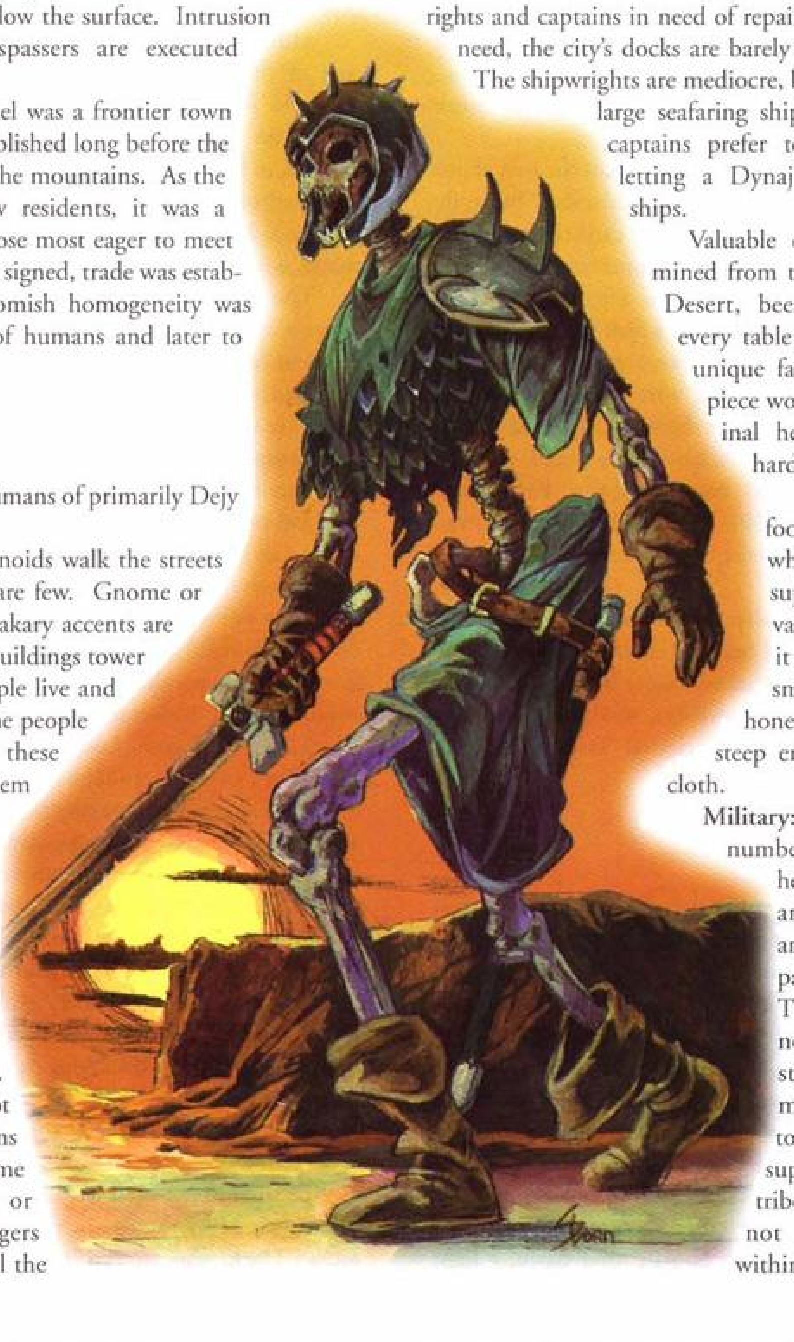
Special Notes: Baethel was a frontier town for a gnomish nation established long before the Reanaarians first crossed the mountains. As the closest town to the new residents, it was a natural destination for those most eager to meet the gnomes. Treaties were signed, trade was established, and the city's gnomish homogeneity was lost to a thorough mix of humans and later to elves as well.

City-State of Dynaj

Population: 4,000 humans of primarily Dejy blood.

At a Glance: Humanoids walk the streets with impunity, but they are few. Gnome or halfling visitors with Nanakary accents are just as rare. Giant stone buildings tower above the city, where people live and work in their shadow. The people of Dynaj ignore these monstrosities, paying them no heed.

A crumbling stone wall encircles the city. Iron gates to the west and north stand open, with creeping vines showing their disuse. A warm fog creeps inland from the Sea of the Dead. The folk of Dynaj do not welcome it; the fog means that soon a ship of some kind will wreck, sink, or simply lose its passengers without a trace. They call the fog Gythali or "Shroud" for good reason.



Government: A council consisting of the head of each of the five clans runs the city-state whose ancestors originally settled the area. While two of the clans are sympathetic with the evil to the east, one clan adheres to the goal of one day turning the city into a bastion of good.

Presently, one council seat is open, having been vacated when its holder died of an accidental overdose of poison. Believing he was building up an immunity, Thekney Osh ingested a fatal level of poison that built up over the last seven years.

Economy: Dynaj is the nearest safe harbor for ships damaged in the whirlpools of the Sea of the Dead, which makes it attractive for mariners seeking to collect salvage rights and captains in need of repair as well. Despite the need, the city's docks are barely adequate for the job. The shipwrights are mediocre, barely able to service a large seafaring ship. Many Reanaarian captains prefer to trust to fate over letting a Dynaj wright repair their ships.

Valuable exports include gold mined from the broken Khydoban Desert, beer (served at almost every table at every meal), their unique faience money (a glass piece worth 5 gp), and medicinal herbs taken from the hardy desert plants.

The city imports foods, wines, and silver, which is always in short supply. Fine cloth is a valued commodity, but it is more common as a smuggled item than an honest import because of steep entry taxes on foreign cloth.

Military: The city's military numbers approximately 100 heavy footmen (banded armor, morningstar, and steel shields) that patrol the city walls. The council feels no need for a large standing army, since most rulers are afraid to threaten Dynaj. The superstitious humanoid tribes to the northeast do not cause any trouble within the city itself, but

they do harass the outlying farms and ranches. Actions against orcs and kobolds provide the army with most of its activity.

Temples: The Dynaji tolerate all religions. Because of this tolerance, many evil religions flourish here. The Congregation of the Dead has the largest temple in Dynaj. High Harvester Semantoth led the faith for eleven years before his death and for the six years since his death as well. His now-undead status is alternatively admired and feared by the populace. Semantoth has forced the council to allow the Congregation of the Dead to preside over all funerals in the city, a concession the other priesthoods despise.

Field Leader Anferset of the Church of the Life's Fire openly disobeys this order, despite three arrests that resulted in a heavy fine, a lashing, and the loss of one hand. Anferset is desperate to change the law or find some way around it. He is very afraid of dying if he should be caught again, and he is also afraid of whatever hidden reason Semantoth has for wanting the law in effect.

Mages & Sages: Dynaj used to have a strong community of sorcerers, but the sorcerers have dwindled over the past several generations. Sages speculate that whatever trait that allows people to use sorcery is disappearing, and they cannot explain why.

Now the city's principal spellcaster is Senchet Amon, a clear-headed man with great interest in maps, especially of the deep desert. The council suspects him of being in contact with the rumored city of undead in the Khydoban. So far, he has not caused any harm within the city, so they take no action against him.

Underworld: Dynaj's greatest crime is grave robbing. The tombs of wealthy kings and nobles fill the ground, waiting for rediscovery and plunder. Despite clever concealment, thick stone tombs, and deadly traps, rogues penetrate the tombs with alarming efficiency. Horrific punishments await the successful, but the thieves cannot resist the lure of gold.

The city's sole thieves' guild avoids the tombs. While not above buying stolen items, the guild members prefer the easier marks of foreign merchants, priests, and careless nobles. Guildmaster Kentat served on the council for two years before he was discovered to be secretly wed to the only female council member. Since Dynaj's law prevents husband and wife or other relations from serving on the council together, Kentat resigned (and stepped down as head of his clan). He accepted the post of Guildmaster instead of asking his wife to abandon her position after eighteen years of public service. Curiously, this position holds a great deal of prestige because the Guildmaster is not allowed to steal; he supervises the stealing of others.

Interesting Sites: Dynaj is replete with interesting sites. First, the city-state's domain is riddled with canals to serve the arid farmlands. The grid of canals means that short footbridges are also frequent. To the east, where the city's domain extends into the desert, the break between living dirt and dead ground is abrupt. A visitor might see a family of shirtless men working in a barley field only 20 feet from a hyena's desiccated skeleton.

The Congregation of the Dead's influence is visible in the architecture and layout of the city. Homes have altars where people make sacrifices to the spirits of the dead. Some sacrifices are an appeal for wisdom, love, or health; others are appeasements to angry spirits. The buildings include multi-story mausoleums, where the living preserve the dead in great reverence. Nobles and powerful merchants can afford interment in gilt sarcophagi, buried among the treasures of their life. Council members lie in fine linens, buried with slaves, animals, coins, and magical items. The oldest of these monuments are step pyramids over a hundred feet tall that are visible from miles away.

Special Notes: What makes this community such a frighteningly unique place is the abundance of undead found in the Khydoban Desert, which is aptly nick-named the Dead Lands. This unusual distinction makes the city a haven for unsavory individuals seeking to interact or do business with Dynaj's unholy neighbors. Desperate generals occasionally visit Dynaj, seeking to hire undead mercenaries.

It is rumored that somewhere in the Dead Lands lies an entire country populated with undead and ruled by a lich lord. Although these rumors are unsubstantiated, certain merchants head east from Dynaj with full cargoes and return with empty wagons and pockets lined with gold.

City-State of Geanavue

Population: 8,400, a thorough mixture of humans, dwarves, gnomes, and half-elves, in that order. The people are Reanaarians, although some of the dwarves have come from as far away as Kalamar and the Young Kingdoms. A few of the dwarves are refugees from Irontop.

At a Glance: Castle Geana is one of the crafted marvels of Tellene. The massive stone castle is built of marble blocks that weigh up to thirty tons each. Furthermore, the striations in the stones match their neighbors, and the stones are magically or skillfully placed so closely together that it appears to have been carved from a single block. The entryway, itself a masterpiece unrivaled by men, is a testament to the skill of the stone giant artisans that made it. An arch 24 feet high, with intricate carvings of many natural animals and monsters–but no humans, demihumans, or humanoids–towers over visitors.

Other than the castle, most buildings are of light-colored or whitewashed wood. The people are friendly and welcome strangers, although they prefer that those who wish to trade do so at Loona, the dockside town of 2,200 through which all of Geanavue's trade moves.

Government: Lord Haar of the House of Geana rules

the city, as he has done since Y.N.D. 716 (535 I.R.). Lord Haar's son Mearo has been sent to Zoa as an ambassador to negotiate lower port taxes. When he returns, Haar intends to have his son study law with a private tutor for a year or two; then he intends to abdicate. Lord Haar is over 60 and is more than ready to retire as long as no major evil threatens his city-state. While the city is not large, dozens of villages look to Haar and Geanavue as role models, and Haar is not about to let his son assume the reins of power until he is ready.

Economy: The economy bustles to the tune of hammers, chisels, and sanding papers. Stone giants from the Counais, dwarves, and gnomes make items of basalt, marble, obsidian, jet, and small semi-precious stones such as malachite, beryl, and tourmaline. The locals raise sheep, goats and pigs for food and clothing; their surplus provides the stone giants with the same. Additionally, Geanavue is one of the few places on Tellene where prospective buyers may find clocks or devices operated by clockwork.

Military: The military of Geanavue includes just under 300 sturdy gnomish crossbowmen in leather cuirasses, mounted humans and half-elves armed with lance and composite bow, and 40 dwarven footmen with chainmail, axe, and shield. They share duties with a band of eight to ten stone giants, armed only with throwing boulders and stone clubs. The stone giant chief, called Poat by the people of Geanavue, is also a cleric of The Bear and has gained many converts among the area's gnomes.

Principal enemies include fire giants from the Sotai Gagalia Headlands and a recent rash of attendant creatures - hell hounds and salamanders, especially. The dwarves from the region bring back stories of a hydra, or possibly a pyrohydra, that has taken up residence in one of the mountains as well. Rumor says that an efreet lord named Sultar has joined the fire giants into an alliance of over 300 strong by promising revenge against Kalamar for Kabori's traitorous actions at Kadir Ridge.

Temples: The city is under the near-total influence of the House of Solace. Its High Peace Maker, a dwarf named Khazuk, advocates total peace, even at the expense of one's own life. This philosophy epitomizes the Pacifist sect's view. The dwarf has done much work for the city and since his goals closely coincide with Lord Haar's, Khazuk has become quite important in the city.

On the other hand, his influence has resulted in a conversion of many of the dwarves that used to make up the infantry arm of the military; the number has halved in the past few years alone. An increase in the number of crossbowmen has helped to compensate, but the two troop types serve different purposes, and the countryside is beginning to feel the loss as the fire giants wander more freely.

Mages & Sages: The city has few wizards. Jandy, a female gnome con artist, sometimes distributes some *fool's gold* or sells magical items imbued with cantrips or other minor enchantments at outrageous prices. She has an outstanding reward (100 gold pieces) and posters paper the city, but nobody really ever knows what an illusionist looks like, so the posters do no good.

Underworld: Rogues looking for an easy mark often hope that Geanavue is the place to be. The city's reputation for pacifism is well-known, and thieves hope that the feeling extends to the law enforcement arm as well.

They are wrong.

The police are eager to keep the peace and they are quite proactive. They do not hesitate to approach strangers and introduce themselves, then offer a quiet warning about which taverns to avoid, or which merchants might try to rip off the newcomers. Constables are armed only with stout clubs, but they wear padded armor and travel in patrols of six to ten, so they do not fear a lone thief or even a small gang.

With the thieves and the constables both so eager, crime is omnipresent, but on a low scale. A character might have his pocket picked, but the thief will not be back again, and the character is probably safe for the duration of his stay (unless it is an extended one).

Interesting Sites: Besides large-scale construction and artistically rendered stonework, the city has a reputation for fine clockwork devices. Amidst all the stone stands a five-story wooden tower (rising from a stone base, of course). The uppermost story of the tower contains a giant clock on all four faces. The clock tower, while it advertises the skills of the Engineers Guild, belongs to a wizard named Feseera Lorot. Feseera is also known for his skunk familiar and the fireworks shows he displays on Arrival Day (the 6th of Mustering, a holiday that celebrates the first sighting of the Bay by explorers crossing the Ka'Asas).

Special Notes: Lord Haar has one great fear that he would like to resolve soon. The sack of Irontop struck too close to home for him, and he fears Kalamaran expansion beyond the Ka'Asas. Attacking Zoa would invite retribution from the many powers that rely on Zoa for trade, making Geanavue a likely target should Kalamar expand into the region. Haar fields dozens of spies endeavoring to learn if this scenario is an imminent threat.

Giilia, City of Bats

Population: 7,100 Reanaarians. The population is growing smaller rather than larger due to deaths and a lack of people moving into the city.

At a Glance: Giilia's citizens are a somber and unhappy lot. They have mixed feelings toward strangers. On one hand, they fear that which they do not know. On the other, they fear that a reprieve from their situation will not come from within.

Government: Giilia answers to the absolute rule of its ruler for the last 200 years, an elven vampire known only as

Esmaran. Esmaran does not intend to concede power. The city's next ruler will have to wrest power from her by force.

Economy: Esmaran discourages Giilia's citizens from trading with outsiders. They are self-sufficient during most years, but winter can be harsh and citizens might have to resort to theft to keep from starving. The bandits in the Headlands make ranching a challenging task, so meat is hard to come by. Most Giilians eat cabbages, leeks, and the almonds that grown naturally north and west of the city.

Military: The city has no formal militia. For keeping the peace (such as it is) and protecting from humanoid or monster attack, Esmaran relies on three dozen ghouls and their six ghast leaders. Once a month, Esmaran makes a public ritual out of slaying a person (preferably a stranger), draining his body of blood and feeding him to the ghasts.

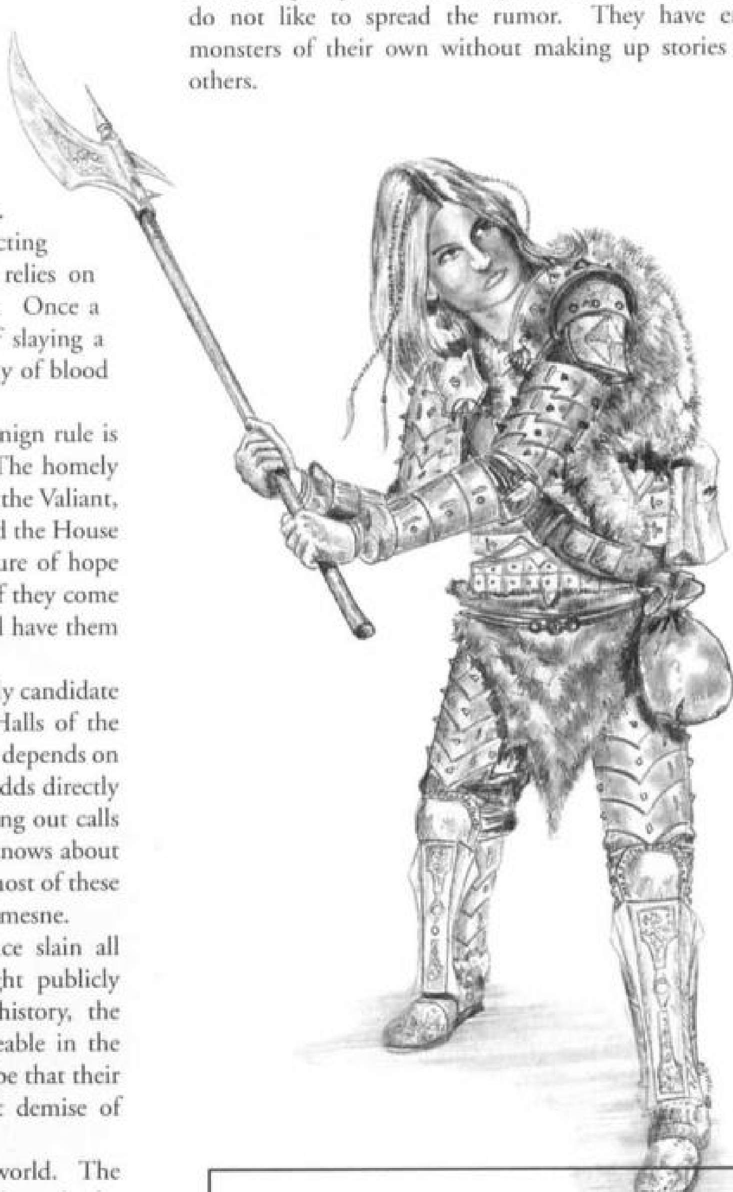
Temples: Esmaran's sole concession to benign rule is that she allows free worship by her subjects. The homely temples house ardent worshipers of the Halls of the Valiant, the Courts of Justice, the Assembly of Light, and the House of Solace. These priests minister with a mixture of hope and fear; hope for improvement and fear that if they come too close to achieving success that Esmaran will have them eaten by ghouls.

Considered by his peers to be the most likely candidate for ghoul food is Protector Navadaal of the Halls of the Valiant. Since his advancement within the faith depends on battling evil, he must sooner or later come to odds directly with Esmaran. He has also been secretly sending out calls for paladins to come to his city, but Esmaran knows about these calls and has already captured and killed most of these errant heroes as soon as they approached his demesne.

Mages & Sages: Esmaran has long since slain all wizards in the city. Sages are few and might publicly announce the study of noble subjects like history, the planes, or mathematics, but all are knowledgeable in the lore of undead. The amateur necromancers hope that their knowledge might bring about the permanent demise of their oppressor and her minions.

Underworld: Giilia has a literal underworld. The untiring ghouls have dug miles of tunnels through the earth. Deep underground lie monstrous ghasts at the heart of the labyrinth, constantly hungry and immensely powerful. The largest of these beasts, Uggurath, is so mighty that his stench allows no saving throw and his touch can turn victims stone dead. Esmaran uses his weakest servants as henchmen in return for the occasional life captured for Uggurath's play. The ghast king's greatest pleasure is to hold a wriggling victim while Esmaran casts *fear* and *scare* spells on it, as if the very real terror is not horrible enough.

Interesting Sites: A cave complex just over a mile west of the city holds one of the largest colonies of bats on Tellene. Sixteen million bats live in a huge underground cavern system that has yet to be fully explored by anyone, even the dwarves. Giilian myth says that mind flayers live in the deepest part of the complex, but the people of Giilia do not like to spread the rumor. They have enough monsters of their own without making up stories about others.



Lamellar Armor

Lamellar armor consists of metal strips against a backing of leather or padded cloth. This medium armor protects well without hindering movement as much as some heavier armors. Lamellar is airy enough to be worn in hot climates longer than chainmail or other all-metal armors. It gives AC bonus +5, check penalty -4, chance of spell failure 30%, max Dexterity +3, movement 20 ft., weighs 30 lbs, and costs 200 gp. The cost for a masterwork suit is 350 gp.

Special Notes: Besides the immediate need for heroes to destroy the undead villains in the city, the area is ripe for adventurers. The bats draw a wide range of predators. The caves themselves could be home to nearly anything the DM wants to put in there, and the Sotai Gagalia Headlands have a reputation for being the stomping grounds for tribes of goblins and bugbears.

Saaniema

Population: 4,800 Reanaarian humans and 200 half-elves and elves.

At a Glance: The town of Saaniema is dwarfed by the massive stonework foundation on the Island of Ucea to the east. The shadows of towering unfinished stoneworks and crumbling walls cloak Saaniema in the early morning before the sun climbs over the ruins.

The people are friendly enough in a condescending way. They are proud of their brief pass in front of the eyes of the world and Saaniema's widely recognized name (see Special Notes, below). Strangers and their coins are always welcome, although the young men test braggarts with challenges to wrestling matches, and rudeness from foreigners is not tolerated.

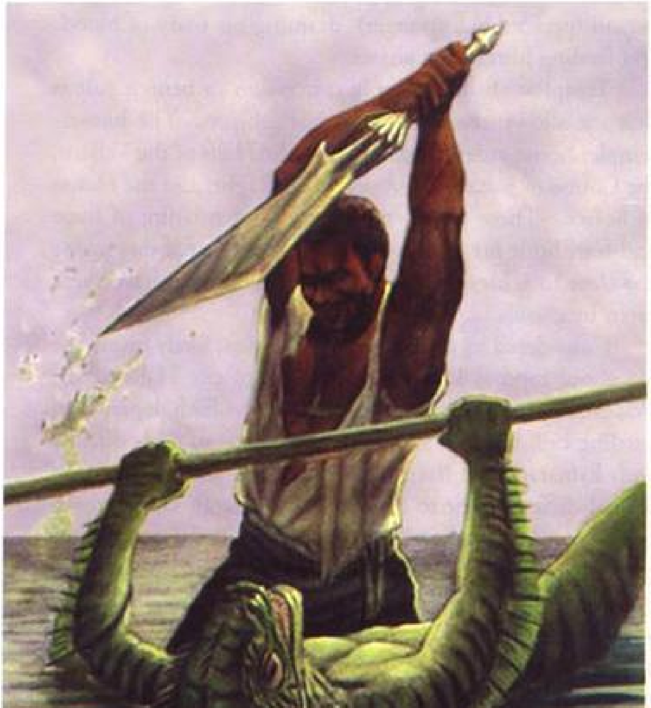
Government: Saaniema's government for a time was a Zoan-imposed martial law, and then a republic, with the initial leaders chosen from farmers and ranchers around the city. These leaders wrote a charter for government and presented it to the Zoan military governor, who approved it and withdrew his troops.

The present government is an assembly of landowners, artisans and merchants who form the real legislative and executive power behind a weak count. Count Eilan has tried to gain a power base by donating to the temples, hiring a weak mercenary force (the eighteen-man strong Ox-jaw Company), and negotiating trade agreements with Aasaer and Irontop. The Assembly vetoed the trade agreement with Irontop because they fear Kalamaran expansion, and Eilan's other plans suffer from limited funding, since the Count's lands are barely self-sufficient.

Economy: Saaniema, like hundreds of Reanaarese cities, derives most of its food and resources from the bay. Local crops include rye, wheat, and weevily cotton. Husbandmen raise ponies, scrawny goats, chickens and foul-tempered hogs (domesticated only recently). The city's "cash crop" is shrimp, which they haul in during late spring, summer, and early fall. During cooler months, hungry sea monsters make voyages to the shrimps' richest feeding grounds too dangerous. During the right months, a lucky shrimper might earn enough to feed his family for years. An unlucky shrimper might feed a family of sea lions for minutes.

Military: Although their force of soldiers was disbanded after the attempt at empire, Saaniema's militia force retains a number of elven commanders with combat experience. In fact, nearly its entire officers corps is elven or half-elven. These leaders draw upon decades of experience to train Saaniema's troops to a high degree.

The army includes 90 heavy footmen (chainmail, shield, and longsword), 80 archers (studded leather, longbow, shortsword), and 30 skirmishers (leather armor, shortsword, and throwing axe) who are also trained as marines. The Saaniema navy includes a single castoff Zoan trader named "Maelstrom." The clunky coaster is haunted by the spirit of its first captain, who piloted the ship for 24 years, until he was killed in a mutiny in the Sea of the Dead. Captain Anhdel privately makes his presence known to each new captain and offers his considerable assistance (Profession (sailor) skill at +16, intuit direction +11, wilder-



Mother of Pearls

Mother of Pearls is a falchion with a marbled or pearled pattern to the blade. Its handle is smooth ivory and the pommel is fashioned in the shape of a squid. The Mother gives its bearer a +2 competency bonus to Swim, Profession (sailor) and Appraise (coral, pearls, and other items from the sea only) checks. The falchion can cast *true strike* once per day against any sea-dwelling creature.

ness lore +14) if the captain is of good alignment.

Temples: The Temple of Armed Conflict holds a prestigious position in the city, and its cleric, Major Baenar is an important man in the city. His kennels of trained war dogs are highly esteemed, and his riding skill is second to none (at least none locally).

Keeper of Harmony Tuuhoor Meamon recently returned from her faith's required year-long mission of peace. The ungrateful natives of the Obakasek Jungle gouged out her eyes when she announced that she was leaving. Somehow she managed to return to Saaniema and continues to lead her faith.

Lesser temples include the Face of the Free, the Fraternal Order of Aptitude, the Church of Chance, and the Congregation of the Dead. The Congregation of the Dead follows Malefactor Paar Hamion, a bitter person who hates women of all races.

Mages & Sages: Invar is an eccentric gnome and gem cutter who lives to search for valuable gems. He spends three seasons out of the year polishing stones in Saaniema and spends the other alone or among kin in the Counai Heights. His spells deal with metals and minerals, especially jewels.

Aacuna the Outsider is less selective in his use of the elements. Known also as Aacuna the Summoner, he calls upon elementals of all types. He enchanted the famous blade *Mother of Pearls* by combining the efforts of all the genie types.

Underworld: The Trollslayers claim descent from a company by that name that achieved great deeds. They number only fifteen, but the senior members of this band are determined to regain the glory Saaniema once saw. So far, they include several important militia leaders, two merchants, and a collection of armorers and smiths. Despite their lofty goals, they have divisive leadership and no specific methods of attaining their goal.

Meanwhile, the Trollslayers stir up trouble just on general principles, thinking that anything that undermines the current government might present an opportunity to improve their position. They indulge in arson, vandalism, and other crimes against property. They do not wish to attract anger by hurting people of their own town, but they might mug outsiders if they think they can do so with impunity.

Interesting Sites: The rocky Island of Ucea harbors no undead among its ruins, but it does house several dangerous predators. Giant scorpions, dire rats, otyughs, and green slimes make it a dangerous place to tread. Despite the hazards, adventurers sometimes search there, either for the relatively "safe" challenge or (for those in the know) looking for a collection of armor, shield, and spear belonging to Bezian's chief general, the dread Abuono (see below).

Special Notes: Saaniema is the last bastion of a brief empire, the only such militaristic expansion in recorded history on this coast of the bay. In 430 YND (249 IR), at the height of pirate activity, a wizard named Bezian created several unique spells for the purpose of driving them out. Inspired, several local towns agreed to pool their militias under Bezian's leadership to defeat the pirates.

Bezian and the combined soldiers were wildly successful. Filled with the taste of power, Bezian asked the soldiers to pledge loyalty to him, established a huge fortress on the Island of Ucea and began dominating the towns around him by force. After two years of campaigning, a storm giant squashed his army and the empire collapsed into the fragmented villages the area has always supported.

Thygasha, City of Hope, City of Dreams

Population: 35,600 humans with few demihumans. The people are mainly Dejy, with a little Reanaarian blood mixed in. A handful of Fhokki from up north and a few Reanaarians relocated from across the Bay also call Thygasha home. Few pure Reanaarians live here.

At a Glance: Six gates break the thick stone wall around the city, leading to numerous villages in the Arajyd Hills, the city-state of Dynaj, east into the Khydoban Desert and north to the Wild Lands. Roads from the gates lead inward to a large common area and a huge market in the center of the city. The Church of the Silver Mist oversees this activity from a magnificent domed structure.

Government: Prince Shyja, a descendant of the original Dejy leader who founded the city, clearly shows his heritage. The prince often leads parades clad in desert garb and showing off his impressive riding skill. While not historically true (the Reanaarians brought the horses to Thygasha, not the Dejy), the folk of Thygasha love these shows and patriotism runs high during the parades.

The Prince has had bad luck with his appointees (they keep getting into scandals or being killed by the scoundrels they associate with), but his personal skill at finances is admirable. Thus far, it has helped the city through the last few years, when corrupt government officials threatened to scare away foreign merchants with their demands for bribes and their threats. Despite his knowledge and shrewd business acumen, his weakness for Shyta wine and fine horses sometimes clouds his judgement during deals. Anyone negotiating with the Prince would be wise to bring gifts of one or both.

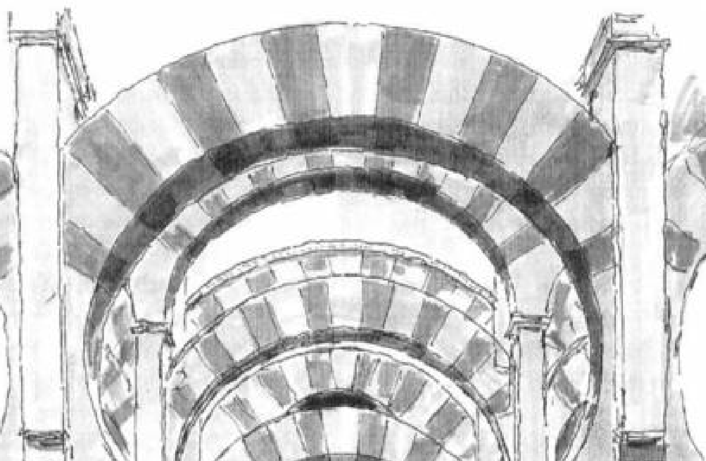
Economy: Countless shepherds and farmers inhabit the surrounding lands under Prince Shyja's control. They provide the city's residents with food and wool. While exported textiles are fair, the precious Silver Sand is the city's mainstay. Aside from an assortment of religions that consider the substance sacred or holy, sorcerers, philosophers, sages and the affluent purchase it. The Silver Sands sell consistently throughout the Bay area and through Zoa to the rest of the world.

Thygasha also has numerous taverns, inns, restaurants, guides, and other accouterments of a tourist site. These businesses thrive on the hundreds of pilgrims and others who visit the city each year.

Military: The city maintains a standing army of 350 infantry (studded leather, spears, and composite bows), and 350 light cavalry (leather armor, shield, and lance). The cavalry screens the city by making regular patrols around the roughly 150-mile perimeter of the city's influence, while the footmen stay in or near the city walls.

The cavalry commander is Count Dashy, a handsome young Dejy known among his warriors for a lightning fast blade (actually a *scimitar of speed*) and among the rural maidens for his irresistible smile. Among the kobolds in the eastern Arajyd Hills, Dashy is known as the "Spear of Thaajgaak," ever since a kobold bard once saw four of his squirming companions impaled on the end of the count's spear.

Temples: The current Keeper of the Mist, an old man named Rozhan, rarely makes public appearances anymore. He is famous for requesting (and receiving) a special high level spell beyond his normal capabilities that allowed him to remove fear for 24 hours in those he touched. A quick trip through the market allowed him to bestow this protection on thousands of folks who slept peacefully that night, thereby thwarting his arch-enemies, the Temple of Sleepless Nights. Now, Kirsan the Mist Walker manages the logistical needs and daily business of the temple in place of the ancient Rozhan.



Kirsan has been hiring mercenaries and adventurers to both protect against and raid the Temple of Sleepless Nights.

The Assembly of Light is a large stone building near the center of Thygasha. Its two-story walls encompass a large open air courtyard where the Order of Light holds services. The rector of the Cathedral is an elderly man named Khali who holds the rank of Torch within the Order of Light. The lesser members of the Order oversee the organization of the local Dark Watch, a night watch that assists the Prince's troops with nighttime law enforcement.

The Temple of Sleepless Nights, led by a Reanaarian named Xaanu, claims to have discovered the secrets of the sands. They say their temple was founded by the Dejy Jyjan. Jyjan's Day (the 14th of Renewal) is an official city holiday, and local legend seems to bear the claim out. Xaanu is presently trying to use the claim to gain a monopoly on the use and sale of the Silver Sand. The Temple itself is hidden by powerful illusions.

The city also boasts temples to the Inevitable Order of Time (led by Prophet Farad), a token following of the Rotlord, and an outdoors shrine to the Traveler that is frequented primarily by desert nomads. Most other religions have a minor shrine or altar dedicated somewhere in or near the metropolis.

Mages & Sages: Thygasha has seen the recent creation of a new kind of sorcerer, one who draws his power from his dreams. This school of magic is being pioneered by Dvistasi of Vhott, who claims to have learned spells in his sleep. He also claims that a night of pleasant dreams makes his spells more powerful (+1 to DCs against spells he casts at others), while nightmares reduce their strength (-1 DC on his spells).

Baarat the Sage lives in a nondescript home within Old Town and creates maps of the area for steep fees. Shagra the Seer looks like a bad side show, but she is actually a sage

who specializes in Thygashan history, culture, and dreaming.

Underworld: Thugs of any race might find work in the service of one of the feuding temples. Those of proper inclination might also serve as assassins or legbreakers for one of three crimelords in the city. The thieves' guild is nominally operated by these three working in concert. In reality, they use it as a recruiting house for their own activities. Several con men work the market as well. Scams include planting gilt coins on strangers and accusing them of fraud or selling sickly camels that appear healthy because of minor illusions.

Interesting Sites: Several abandoned and haunted mines, farms and homesteads exist in the area. These places typically carry legends of unspeakable terrors or monsters, each scarier than the next. No trouble seems to come of them and most Thygashans question the veracity of the rumors; parents of misbehaving children typically use stories of these areas to scare their children into proper behavior.

Special Notes: The city is a mecca for both the Masters of Dread and the Dream Weavers. The Prophets also considers Thygasha a holy place. Thousands of pilgrims visit the city each year.

The Masters of Dread and the Dream Weavers have recently had several confrontations. Some of which have culminated in battle in the streets. Several innocent bystanders and many city guards have been slain. This open hostility has had a detrimental effect on trade. The Prince is reportedly stepping up efforts to control the violence. He maintains that the outbreaks are isolated and the streets of Thygasha are as safe as ever.

Xaarum

Population: 4,400 Reanaarians and 1,000 each of halflings and gnomes.

At a Glance: The city appears dirty and impoverished. Trees grow right against the limestone walls, even extending their branches over homes inside. Four gates stand open at all times, except in dire emergencies.

Government: Government in Xaarum is a monarchy reinforced by a council with liberal and expansive powers. Duke Emearer claims the entire Fautee Forest and the plains for 50 miles. The Council is a group of five barons of only slightly less wealth and power than the Duke. Together, they prevent Emearer from making major changes, while they also compete against each other. The end result is that no social or legal changes have occurred since the Charter of Zoa in Y.N.D. 524 (343 I.R.) created the council.

Economy: Fautee truffles, also known as flattops, are a preferred commodity at the market in Zoa. They store well, they sell for high prices, and they are welcome in ports across Tellene.

Besides this unique commodity, Xaarum produces fine reeded musical instruments, fruits, and leather. They import workable metals from the Ka'Asas, a variety of creature comforts, and precious metals from the Vrykarrs.

Military: A token militia of 50 men in brigandine armor with spears defends the city, augmented by 30 halfling skirmishers (slings, shortswords, and padded armor), and 25 gnomish archers (armed with crossbows and light maces, and wearing studded leather armor and metal shield).

Temples: The Halls of the Valiant, the Home Foundation, the Parish of Love, the Theater of the Arts, the Church of the Silver Mist, and the Assembly of the Four Corners are the largest faiths Xaarum. The Theater of the Arts owns a large outdoor arena where plays take place on clear nights. The Home Foundation, led by Mother Roalee, boasts the largest temple and most numerous worshipers in the city. Roalee's seven junior priests show an amazing ability to urge townsfolk to work together to accomplish difficult tasks.

Mages & Sages: Voolain is a gnome who does not bother to prepare her spells. Instead, soon after rising, she continues her life's work of creating and implementing a system of musical notation and of cataloging as many songs as she can find. Being neighbor to a songstress like Miazaar is helpful, but her specialty is the music of the native demihumans in the Fautee.

Underworld: Noorum spent the last ten years convincing the scattered freelancers in Xaarum that if they band together, they will be richer, safer, and work less hard. So far, none of them has had reason to complain. Noorum asks for no percentage and rules his little guild alone. Instead of taking money from his band of thieves, Noorum relies on their reports to identify the choicest targets in town for himself.

Interesting Sites: Miazaar owns (but does not operate) her own tavern, the Dwarf's Load Inn, where she appears as the nightly entertainment. Travelers often reminisce that her voice is the thing they remember best about a visit to Xaarum. Miazaar has received invitations to sing at numerous capitals around the world, but she is content to croon to her guests in secluded Xaarum.

Special Notes: Xaarum also claims the Asiotuxoo Islands ("Butterfly Islands" in Merchant's Tongue), the twin islands that sit northeast of the Faunee Rise. The islands are effectively independent, however, and resist Xaarum's claim of government by ignoring it. Still, they sell their wares here in Xaarum. These goods include coconuts, gentle Asiomiats or Butterfly ponies, and exotic talking birds. Wizards adore the birds as familiars (especially white and blue cockatiels) and pay up to 150 gold pieces each for them.

Zoa

Population: 49,400 Primarily Reanaarians with about 3,000 recent dwarven and gnomish refugees. Other inhabitants include elves, half-elves, halflings (about 2,000 of each) and a sprinkling of human merchants of various races from other seafaring nations in Tellene.

At a Glance: The city is known for its large, airy wooden buildings. Even most dwarves bow to local custom; they too live in spacious homes with many rooms and wide open windows. The temperate weather allows for shutterless windows in most seasons, with a thin sealskin curtain (seals live on the islands south of the Zoan peninsula) pulled across the window during the rare summer rains.

Government: A council of twelve elders elected by the city's landowners to a life-long term of office rule Zoa. They are elected singly, chosen from any educated citizen who wishes to run for the office. Currently, there are three half-elves, an elf, a dwarf, a gnome and six Reanaarians (three are women) serving on the council. It should be noted that demi-humans are rarely elected to sit on the council, however, their long life spans make it seem like they are elected often.

Of the dozen, the elf known as Werlen holds by far the most power. He has been on the council for 200 years and has guided the city-state from a peaceful bayside village of timbers to one of the richest places on the planet. Until the council can convene to come to any permanent decision, his word stands as the initial law on any subject, from military activity to foreign policy. Fortunately, his main concern is making sure the city is able to fend off attacks by humanoids (now rare along the bay), pirates, or monsters. Currently, the city has a treaty of mutual military aid with the surrounding towns and demi-human clans.

Economy: Zoa holds the busiest market on Tellene. Farmers, herdsmen, and craftsmen from the dozens of small villages along the coast of the Reanaarian Bay meet merchants from as far as Svimohzia and Kalamar here. Additionally, elves hailing from strange, far away lands alien to Tellene occasionally come to trade exotic goods.

Zoa exports shiploads of lumber culled from the Fautee Forest and chests full of gems such as emeralds, bloodstones, or lapis lazuli taken from the Ka'Asas. Textiles, silver, and sometimes gold leave the port year-round.

Because it produces surpluses of all of its own basic needs, Zoa imports exotic luxuries and oddities not available for hundreds of miles. Strange live animals, intricate spell components, rare spices, and powerful perfumes arrive on foreign ships. The port assaults the senses with screeching animals, brilliant cloths and the pungent odors

of sailors and marines from around the world.

Recently there has been an enormous influx of dwarven and gnomish refugees. The demi-humans have flooded the market with finely crafted weapons, armor and jewelry. There is growing animosity between the city's long-time merchant guilds and these new craftsmen who charge outlandishly low prices. Thus far the council has kept the peace, but unless the outsiders leave soon the situation may change for the worse.

Military: Zoa's military force of 400 infantry (mostly gnome crossbowmen and sturdy dwarven soldiers) ranges from the coast to the borders of Xaarum, defending the nearly continuous train of merchants that attracts desperate bandits.

Recently, an uprising in the "small town" - where gnomes and dwarves live and work - has caused the council to post a small garrison smack in the middle of the demihuman center of Zoa. Instead of quelling the unrest, the garrison has created a focus for their anger. The dissatisfaction of the dwarves and gnomes was due to an edict (put forth by Werlen) that placed pricing standards on weapons and armor; these standards worked to smother the high-quality, low-cost arms the superior demihuman smiths were producing. The demihumans rose in arms against the Smith's Guild, which they felt (correctly) was behind the new law.

A contingent of 100 cavalry supports the garrison. This division of the city-state's formerly tightly-knit group of cavalry weakens the mounted raids against the small bands of humanoids (mostly bugbears and ogre families) that dot the peninsula. Therefore, the bands have been moving about more frequently and the outlying farmers say that a couple of the bands have joined together into larger, bolder groups.

The Zoan navy of two dozen ships keeps about three-quarters of its force at sea at any one time. An even dozen patrol the nearby waters, while three roam north all the way up to Shyff and another trio heads south and east into the Sea of the Dead. The newest of these ships is captained by Liamar Bloodsword, a fierce warrior and natural seaman. Liamar's galleon is a new design. Its lines have been reworked, allowing for less sail (and thus less speed), but its forecastle holds a monstrous ballista that he calls "the erne's beak." The thing fires man-sized bolts that can split a coracle in half or doom a galley to a new dock among the rays and flounders.

Temples: Visitors expect the Parish of the Prolific Coin to be the largest temple in this cosmopolitan city, but the old temple sits sedately except on worship days. Then it houses a great many worshippers, but the faith is not as popular as it could be. Administrator Neila Tarealeon holds views on money that other Profiteers find dangerously close to heresy. Neila believes that the earning of money is not as important as the spending. "What is profit that sits in a bank? Better for profit to be spent on strong ale, beautiful women, and works of art."

The Home Foundation, the Assembly of Light, the Parish of Love, the Temple of the Stars, the Theater of the Arts, and the Order of the Passionate One are the most common faiths in the city. Because of the large number of visitors from around the world, temples or shrines of all faiths exist somewhere in the city.

Mages & Sages: More than a few famous wizards have lived in Zoa. One of the best-known is Sutiola "Sooty" Suoriina, a continually dirty man who used to mine for gold up and down the Ka'Asa mountain chain. He struck a vein so pure you could pick the gold out with your fingers and sold the rights for a fortune. Sutiola is now an educated scholar concerning the elements, especially gold, but he still cannot keep clean.

One of the newest gnomes in town (from Nissen across the bay) is a tutor named Restam. He makes sure all the little gnome boys and girls can read, write, count, and occasionally cast 0-level spells. With those youngsters who show any talent at all, Restam usually speaks to their parents and takes the children on as apprentices. While not a powerful spellcaster, Restam is a patient, dedicated teacher, and any one of his students could become a superlative wizard.

Zoa is also home to Ziliana Abeilua, a pensive blonde woman who spends much of her time painting scenes of the port from the patio behind her home. Ziliana is a prodigious writer as well. Her most famous work is *Making the Perfect Man*, a two-volume treatise on golems and other magical constructs. Naturally, visitors view the many stone sculptures on her grounds with suspicion. None would ever guess that the home itself is sentient and obeys her commands!

Underworld: Stolen goods from around the world are likely to end up in Zoa, where they might have changed hands a dozen times. Smuggling is an activity often tried but rarely successful in Zoa. The punishment for selling smuggled goods is confiscation of the property and fines of up to three times its value on the supposition that the seller has bought smuggled items before. The steep punishment has put merchants out of business more than once.

Because foreigners are commonplace in the city, Zoa is an ideal place to hide from unwanted attention. Refugees from across Kalamar and Svimohzia flock to the city to hide among its ever-changing masses. They might be hiding from assassins or fleeing religious persecution, or they might be exiles from their native lands.

Interesting Sites: The market is a festive, busy place where nearly anything can be traded. Even minor magical items appear in the market, along with observant guards. At least two slave auctions take place each day, one in the morning, and one in the afternoon. Strangely, thieves caught in the marketplace are not often turned in to the

authorities. The merchants (and eager bystanders) beat thieves bloody and laugh the incident off. As a result, prospective buyers who appear to be injured draw a great deal of attention and have a hard time convincing merchants to trust them.

Special Notes: The spirits of six dwarves who were massacred by city police in a riot two years ago haunt the city's streets at night. These ungrateful undead do not gather together, but their immaterial forms sometimes appear before late-night pedestrians as beaten and bloody workmen. They follow people harmlessly; however, if the living threaten violence, -the spirits destroy them. If a person goes through the motions of healing a spirit's wounds, on the other hand (casting healing spells, applying bandages that fall to the ground, etc.), the spirit disappears. That spirit will not bother the helpful one again and, additionally, she will find some beneficial treasure before she reaches her door.

Topography of Reanaaria Bay

WOODLANDS

Fautee Forest: This small woodland covers the lower reaches of the Faunee Rise and extends into the peninsula below. The trees near the coastal plain are extensively harvested for shipbuilding, but the portion of the forest covering the hills remains untouched.

Nanakary Forest: The heart of the gnomish Confederacy of Nissen lies within this forest. Nissen consists of numerous gnomish and halfling communities that have banded together in a confederacy for their common good. Since its inception, the coalition force has succeeded in driving a kobold menace from the area, as well as in building serviceable roads that have fostered trade. Confederate villages stretch from Reanaaria Bay on the west to the western Arajyd Hills on the east, though the small communities control little beyond their municipal borders. No permanent capital exists; instead, each village serves in this capacity for one decade then relinquishes the honor to the next village.

A permanent levy exists to supplement the villages near the Arajyd Hills, but this is the extent of any organized militia. In dire times, the whole citizenry can be rallied into action, and woe to the overconfident invader!

Though not adverse to human contact, the clannish demi-humans prefer their own kind. The integrated village of Naaraje has a few piers at which smaller vessels can dock, but its human inhabitants are the only ones likely to use them.

Narrajy Forest: See the Wild Lands

Obakasek Jungle: See Kalamar

Rokk Woods: See the Wild Lands

MOUNTAIN RANGES

Counai Heights: The range of mountains lying between the Vrykarrs and Ka'Asas is known as the Counai Heights. This area is quite dangerous as the native giant population has been augmented by an influx of kindred giants from the Ka'Asa Mountain range following the occupation of the southern peaks by the forces of Kalamar. The affront to giantkind encountered in the Battle of Kadir Ridge has galvanized the disparate factions into a far more deadly coalition. Giants encountered will be in far larger numbers than usual and many have recently augmented their arms and armor.

Ka'Asa Mountains: See Kalamar

Lopoliri Mountains: See Kalamar

P'Rorul Peaks: See Kalamar

Vrykarr Mountains: See the Wild Lands

HILLS

Arajyd Hills: These dun-colored hills mark the northwestern boundary of the Khydoban Desert and serve to keep the desert's expansion in check. Kobolds exist in numbers along the drier eastern slopes, driven there by the stronger gnomish clans that inhabit the western side of this range.

Faunee Rise: The hills nestled on the eastern slope of the Ka'Asa Mountains are known as the Faunee Rise. They form the backbone of the Fautee Peninsula and are partially covered by the scrubby firs of the Fautee Forest. A large dwarven population has settled in these hills after being driven out of their homeland in the Ka'Asa Mountains. They have had a dramatic impact on the economy of the entire Reanaaria Bay area. Their sole purpose is to retake their mountain home, and they have been working tirelessly to achieve this goal. In their desperation to raise hard currency, they have taken to fabricating any and all types of metal wares and selling their superior goods at below market prices. They are also building a vast armory for the warfare ahead. Most smithies in the region have closed as everyone now buys from the dwarves.

Keenoa Tors: The hills north of the Faunee Rise are known as the Keenoa Tors. These high rocky hills are difficult to traverse and contain many perfect ambush spots.

Because of this, many bandits ply their trade along the north-south trade route that passes through these hills. The nearby villages heavily patrol this road, but the many hiding places just off the main trail make it virtually impossible to ferret out the highwaymen.

Masau Hills: These gentle, rolling hills slope down to the west coast of Reanaaria Bay. While reputedly rich in gemstones, few are brave enough to travel here. Blanketed completely by the Obakasek Jungle, cannibalistic humanoid savages call these mounds home. Except for their height, they are similar in most respects to the Lopoliri Mountains.

Neebau Cliffs: This narrow band of sharp, craggy hills marks the eastern terminus of the P'Rorul Peaks. These hills are rich in both metals and minerals. A few small bands of human, dwarven and gnomish miners work the northern areas, while several orcish tribes tunnel in the southern reaches. Although there is often friction between the various groups, there have been no large battles. The orcs have built several crude villages on the coast and some brave merchants have been known to trade there. However, most right-thinking folk still consider the orcs dangerous and do not travel south of Zoa by land.

Sotai Gagalia Headlands: This narrow band of hills lies between the Counai Heights and the western shoreline of Reanaaria Bay. Many gnomes and a few stone giants dwell in the southernmost reaches of these hills. Unfortunately for the gnomes, large bands of fire giants recently began hunting in these parts. Despite the dangers, many travelers come to the Sotais because the upper reaches are home to the famous Uursu Springs.

Uursu Springs: Rich in minerals, these natural hot springs located in the Sotai Gagalia Headlands are said to have curative powers. People travel from as far as Eldor to soak in these pools.

Vry Naasu Headlands: These barren rocky cliffs line the northwestern shores of Reanaaria Bay and run south seventy-five leagues from the Rokk Woods. The hillmen are an exceptionally hearty lot for these windswept hills are subject to both harsh weather and sudden onslaughts of raiding giants from the mountains above.

DESERTS

Khydoban Desert: This sandy, dune-filled desert expanse marks the eastern edge of the continent. A few hearty tribes of humans can be found dwelling in the few scattered oases within these wastes.

Ramataj Rock: Standing some 1,600 feet high and having a circumference of almost eight miles, this massive red sandstone formation can be seen from a distance of more than 65 miles away. Casting long shadows on the red sands of the Khydoban Desert, Ramataj Rock dominates the surrounding landscape.

There are numerous caves that pockmark the surface of this monolith. Many of the caves are located near or at the base of the rock. The walls of these caves are decorated with pictographs and wall paintings of the Dejy nomads who inhabit the desert plains. Having used the caves of Ramataj Rock as shelters from the heat of the sun and desert storms for ages, the murals tell the history and beliefs of the desert nomads.

City of the Dead: Deep within the Khydoban Desert is a deserted, rundown city, whose uppermost spires are briefly seen from time to time above the sand dunes. Rumor has it that the long dead residents still inhabit their city.

BODIES OF WATER

Reanaaria Bay: This long and extremely deep bay runs along the eastern edge of the Ka'Asa-Vrykarr mountain range. Within its depths dwell gargantuan sea creatures of malicious disposition. Despite the danger, shipping is prevalent. Merchants typically travel along the coastline, but jaunts across the Bay are not uncommon. Because of the commerce many pirates ply these waters.

Xaaboemio Sea: The Xaaboemio Sea, also known as "Sea of the Dead," is a turbulent ocean, just south of the Khydoban Desert. Within these waters, huge 100-foot wide whirlpools form, seemingly at random. Skilled sailors claim they can use these vortexes to their advantage in propelling their ships around the Obakasek Peninsula. However, wiser seafarers steer clear of this sea because its waters claim many careless mariners. Thus, most sailors risk the dangers of the Obakasek coast rather than venture out into the Sea of the Dead.

The Sea did not receive its name because of the giant whirlpools. Ghost ships, fully manned by undead crews, are said to sail these waters after dark. These tales gave this ocean its macabre name. Although these stories are unsubstantiated, superstitious sailors and pirates fear to enter these waters.

Straits of Svimohzia
Sea of Svimohzia
Meznamish
Monam-ahnozh
Mewzhano Bay
Dashahn Mountains
Tanezh Mountains
Krimppatu Mountains
Parnor Hills
Nazgul Hills
Whinsomi Hills
Vranosl
Ul-Karg
Kazullagh
Ronazagh
Burzumagh
Zhano-mewhi Bay
Zazahni
Zhanohven
Zenshahn
Emoswom
Wimish
Boomuhi
Imowsha Hills
Ozhvinmish
Anowhizh
Suowmahni
Nenegl
Zomo-wim
Ahznomahn
Mezh-Vowmi isle
Tharnshrmish
Vohven Jungle

Chapter 7

Svimohzia

In the beginning, the Svimohzish Island was the cradle of civilization and, as time passed, most of the tribes followed the herds of migratory game across the now-submerged land bridge to the main continent. The clans that remained lived predominantly along the northern coast of the island. Their settlements were primarily small villages, each with an elder who acted as tribal leader. The Svimohz people were peaceful farmers, hunters and fishermen. They settled most of the island's northern coast, as well as areas of the interior along the Izhoven River.

Mewzhano, a young upstart from a clan in the Miznoh Forest, was banished from his tribe for speaking of rich lands beyond the hills. He took a handful of loyal followers and headed west over the Menamo Hills. There, they found black sand beaches on the Mewzhano Bay, named for its discoverer. Mewzhano and his men explored the coast and encountered a tribe of primitive fishermen. His trained warriors easily conquered the small village. They took wives from among these people and settled down to a life of peace.

In the Tanezh Mountains, Mewzhano encountered a group of dwarven miners who traded iron weapons and tools to the humans. In return, Mewzhano provided the miners with food, blubber and ivory harvested from sea lions and whales that came to mate in the warm waters of Mewzhano Bay.

A generation following the introduction of dwarven-made iron swords, Miznoh, a great warrior and descendant of Mewzhano, emerged as chieftain. Miznoh mustered every able-bodied warrior, hired a group of dwarven mercenaries, and set off to conquer the lands back to the east. The iron weapons proved to be superior and, one by one, all the tribal leaders swore allegiance to Miznoh. When Miznoh proclaimed himself King, his demesne ran from the Zhano Headlands along the northern coast to the Vohven Jungle. He controlled the Imomena Hills, the small villages along the Izhoven River and the sparsely populated plains and lowlands of the Svimohzish interior.

Due to the long growing season and the warm, wet climate, the Svimohz became successful farmers. Additionally, the people learned to navigate small rafts and barges along the rivers and coast. The small boats aided their development of more advanced fishing techniques, yet they did not construct large watercraft until centuries later.

King Miznoh I set up his court in Meznamish, the capital of which they named Monam-Ahnozh. The King's family ruled for seven generations. Royalty controlled the land by controlling commerce; only the King had access to dwarven metals, and thus weapons and coins.

After fifteen generations of relative peace, an army of hobgoblins swept down from the west near Zhano-mewhi Bay. The hobgoblin army pushed northeast along the southern edge of the Tanezh Mountains and headed toward the Imomena Hills. In response, the Svimohzish king, Vhohmi III, commanded the dukes of Ozhvinmish, Zazahni and Ahznomahn to move their armies west and engage the hobgoblins at the Izhoven River.

Zazahni responded quickly; their warriors were well seasoned from fighting hostile natives and trolls in the Vohven Jungle. Half of the Ozhvinmishii troops arrived within three weeks while the other half traveled southwest between the Svomawhom Forest and the Awhom Forest to reinforce Zazahni. Ahznomahn responded by declaring its independence and seceding from the Kingdom. This enraged the King, but with his armies marching to engage the hobgoblins, he could not respond militarily.

While the dukes' men held off the hobgoblins, Vhohmi and the dwarven king descended out of the Menamo Hills and engaged the hobgoblins from the rear in what has become known as Fortnight's Battle. Both sides suffered many casualties during the two weeks of vicious fighting, and the hobgoblins finally retreated. Since King Vhohmi's Ozhvinmishii reinforcements failed to arrive and his own army was devastated, he was unable to pursue the Kargi.

The Ozhvinmishii troops that never arrived had become distracted at the undefended forts of northern Zazahni. The Ozhvinmishii soldiers had begun what they called "protective occupation." The soldiers consumed most of the fall harvest and all that season's beer. When news of the hobgoblin defeat arrived in northern Zazahni, the Ozhvinmishii forces withdrew. However, they took home with them much of the Zazahnii livestock, and left behind many pregnant women.

After the war, with their numbers severely depleted, the dwarves cut their mining production in half. They began charging outrageous prices for the now rare minerals and metals. King Vhohmi III tried to bargain with the dwarves, using food supplies as a bargaining tool; but the dwarven food stores were full and they refused to lower their prices. The Meznamish economy tumbled. Ahznomahn, which had opened new markets with Kalamaran sea merchants, was the only country unaffected by Meznamish's collapse. Thus, Ahznomahn quickly became the island's new economic power.

Zazahni, understandably bitter after returning from war to find their food stores gone, demanded restitution. King Vhohmi III ordered the Duke of Ozhvinmish to pay Zazahni damages and to forcibly reunite Ahznomahn with the rest of the kingdom. Ahznomahn responded by offering Kalamaran metals to Ozhvinmish at a lower cost than the King could offer.

Finding the time right for revolution, Ozhvinmish disobeyed Vhohmi and entered into an alliance with Ahznomahn. The King responded by attacking Ozhvinmish in the Miznoh Forest. The Ozhvinmishii army (fresh and well fed) forced Vhohmi back to the hills. The Ozhvins declared themselves independent and named a king of their own. Zazahni remained part of the kingdom for only four more years before also declaring itself independent.

Confederacy of Ahznomahn

Well-to-do merchants, wealthy barons and rich landholders run this small confederacy. When Ahznomahn, "the Kingless Land," (population 550,000) declared its independence, the rich nobles, merchants and guildmasters formed a government based not on divine kingly providence, but on wealth. Any Ahznomahn-born citizen that has a net worth over an established amount, currently 75,000 gold Anvims, may hold a seat in Parliament, if he or she so chooses. Parliament controls all government functions, including the military. Most Parliamentary members live in the country's capital Zha-nehzmish, although some gentry live on the mainland or on smaller coastal islands.

Even before Ahznomahn declared independence from the Meznamish kings, they were the most accomplished sailors on the island. The Ahznoms were able to craft large sailing vessels, similar to the ships that the Reanaarians had, by using the larger trees available in the Vohven Jungle. Friendly natives quickly became trading partners and soon Ahznomahn had the strongest fleet in Svimohzia. In due time, the Ahznoms were trading extensively with Kalamaran, Whimdol and Elos bay cities and a generation later the Ahznoms declared independence.

Ahznomahn's natural resources include rare spices and herbs from the Awhom Forest and some foodstuffs. Fishing is good although there are many sharks and larger sea monsters off the southern sea-lanes. The main economy of Ahznomahn arises from trade. There are substantial import and export tariffs on all goods. People entering or exiting the country have to pay a tax as well. Ahznomahnii merchants trade heavily with all seafaring peoples, especially the Kalamarans and Reanaarians. They also rely heavily on trade with the natives in the Vohven Jungle, because there they can trade worthless junk for rare spices, herbs and woods. Vohven lumber is ideal for main masts and shipbuilding.

Ahznomahn holds monarchies in disfavor since the Parliament members feel that only those who have proven themselves competent through commerce deserve to rule. Ahznomahn and Meznamish still hold each other in disdain and Ahznomahnii ships sometimes disguise themselves as pirates to attack Meznamishii vessels in the Straits of Svimohzia. Ahznomahn is on good terms with and trades with Zazahni and Ozhvinmish, often significantly under-cutting Meznamish's prices. However, the various embargoes and nasty business strategies that her merchants use to drive up prices at the expense of their competitors sometimes anger Ahznomahn's neighbors. Ahznomahn tries to stay neutral in all foreign affairs off the island, playing both sides for the fool, if possible.

The Ahznoms tolerate all religions, but the Parish of the Prolific Coin reigns supreme. A traveler can find shrines dedicated to Gohlnim even in remote areas. The Founder's Creation and the Temple of the Stars also have large followings.

Ahznomahn has a standing army of 500 hobilar, 2,000 light cavalry and 400 non-horsed bowmen. The constant attacks by monsters and hostile savages require heavy use of border patrols in the south and southwest.

Zha-nehzmish, Capital of Ahznomahn, Garden of Svimohzia

Population: 126,200 humans (native Svimohz), plus several thousand transients from across Tellene reside near the port.

At a Glance: The city seems to be a huge summer playground for the wealthiest people on Tellene. That perception is not far off the truth. Large stone palaces

house the members of Parliament. These whitewashed homes have tall stone ivy-covered fences, although the low hills allow glimpses into many of their gardens.

Government: The wealthy members of Parliament who make up the confederation of Ahznomahn own property on the island around Zha-nehzmish. Called *zurenas* in Svimohzish, most of them claim noble heritage from before the creation of the Confederacy. The capital itself falls under the control of Izenmas, the single most powerful among equals. Izenmas effectively owns several poorer *zurenas* through economic strangleholds and defends the borders of a handful more with his expert navy and veteran marines.

Economy: The city prospers as long as plentiful trade passes through the port. The stormy season slows the port and accidents might mire a dock or two, but nothing less than divine intervention could stop its bustling activity.

Virtually any product or good imaginable passes through the city. Superior and masterwork tools and weapons fill the markets, and exotic foods, foreign fabrics, and excellent crafts are the norm. Fully six different markets thrive within the city's wall. Each charges merchants a different fee, except for the Poor Market, which charges nothing. The Poor Market might actually be the most exciting. Although the wares are shoddy, used, or broken, the place teems with thieves, mercenaries and other shady characters.

Military: The biggest obstacles the Ahznomahn military faces are the size of the nation and the multiple threats with which they have to deal simultaneously. In the southwest, shaman-led savages and bloodthirsty jungle trolls constantly harass the farms and homes that border the Vohven Jungle. Strange reptilian or fish-like creatures in the southern reaches of the Awhom Forest (possibly lizardfolk or kua-toa) practice evil rites and their foul magic threatens to harm the very land.

The city houses 700 soldiers, all of them mounted on light highland dancers. The barracks are four narrow buildings on the southeastern side of the city that stand next to their stables. The army claims four horses for each man, enabling the soldiers to always stay on fresh mounts. Their commander is Aleshdin, a dashing, acrobatic hero and potential *zurena*. Aleshdin's father, himself lame from a "riding accident" ten years ago (he rode his horse off a cliff to escape pirates), is an old fixture of the parliament, and their family crest is recognized throughout the nation.

Temples: The Home Foundation is the largest temple in the city. The Grandfather, Razhan, has adopted over 100 children personally, and he spends most of his time taking care of them. An even dozen of his older children are clerics within the temple and seem to take after him. The titular Grandfather is an actual grandfather of over 40! The daily services are performed by Hamaka, a tall, stately half-elven woman with a dozen children of her own, and another on the way.

The Temple of the Stars vies for the title of largest temple, although its followers consistently number less. High Worlder Mushan Ohmdalz has visited over a thousand cities and towns across Tellene. The last time he stayed in the temple for more than two weeks was to enchant a pair of magical boots that never wore out. That was six years ago. Worlder Emeni Zalden, the senior cleric, leads most services; she also makes it a point to personally greet all ships docking at the busy port, regardless of the time of day or the weather. She reminds them of the thanks they owe Amehz (the Svimohzish name for the Traveler) for the safe journey and appeals to them to visit the temple at least once before they depart again.

Temples to the Parish of the Prolific Coin deserve special mention. Instead of congregating in a single massive temple, the faith is fragmented in Zha-nehzmish. At least a dozen temples serve the dock area alone, and another four surround the main city gate to the northeast. Administrator Avenshi Sotar takes care of the busiest temple, a thick square building that closely resembles a bank vault. The temple maintains about 300,000 gold pieces in loans at any given time, but if the rumors are true its assets are stored somewhere on the Ethereal plane and guarded by dao and earth elementals.

Mages & Sages: Zha-nehzmish boasts dozens of sages, thanks to the famous University. Scholars knowledgeable in history, astronomy, literature, visual arts, militaria, demihuman culture, and languages work there. Characters hungry for knowledge should have no trouble finding plenty of information (although accuracy is not guaranteed!).

Famous diviners are rare, but one of the university's former professors, Umhul Mezahn, claims to have created several powerful spells. Few wizards are able to cast these spells, but those who can claim that they are effective indeed. Of course, they then point out that the number of spells he claims to have created is too vast for one human lifetime. They are wrong. Mezahn is good, his work is accurate and he researches quickly.

Underworld: Zha-nehzmish sees every crime imaginable. A huge black market allows sellers and buyers of smuggled and therefore untaxed rare and exotic items to meet and trade goods. Curiously, because of the risk of carrying the amount of cash required for many of these items, the exchanges are often made without coins trading hands – goods and services are the order of the day.

Three competing bands of rogues in Zha-nehzmish has threatened to tear the city's stability into pieces. Recent murders of the leaders in the gang wars, brutally effective law enforcement crackdowns, and the natural tendency of guilds to be more specialized in one particular type of crime has lessened the friction between these guilds and the city is safer than it was just five years ago.

Helshan Zide is the leading survivor of the dynamic guild known as the Gray Cloaks. The Cloaks are primarily spies and assassins for hire or conduct their own burglaries. Since Zide freely sells information to Kalamaran spies, Brolenese slavers, or Draskan emigrees, the *zurenas* are very interested in capturing him. So far, he has escaped their grasp three times.

Interesting Sites: The University of Zha, named before the massive city encompassed the less vibrant Nehzmish, gathers the greatest teachers from around the world. The most senior professors enjoy salaries that grant them gold, if not the status, equal to lesser nobility. This salary comes from the steep tuition demanded of the students and from the administrative genius of Shinter Wol, the Headmaster. Wol skims thousands from the university's earnings, but since he publicly spends so much of his own personal money on the university, no one suspects him of embezzlement.

Students are the sons and daughters of wealthy merchants who might benefit from the knowledge when they eventually run their family business. They might also be the children of common folk, indentured to a merchant house that sponsors them in return for years of service (typically four to eight years). Certainly a merchant who knows several languages and cultures is worth far more than a monolingual man who gawks like a farm boy when he visits another city.

Few nobles attend the college; private tutors provide their education. Still, the nobility send their adult children or attend themselves occasionally for the prestige. The college rarely ejects students for academic reasons, and the prestige is social; true academics know that the level of education the University imparts varies from student to student.

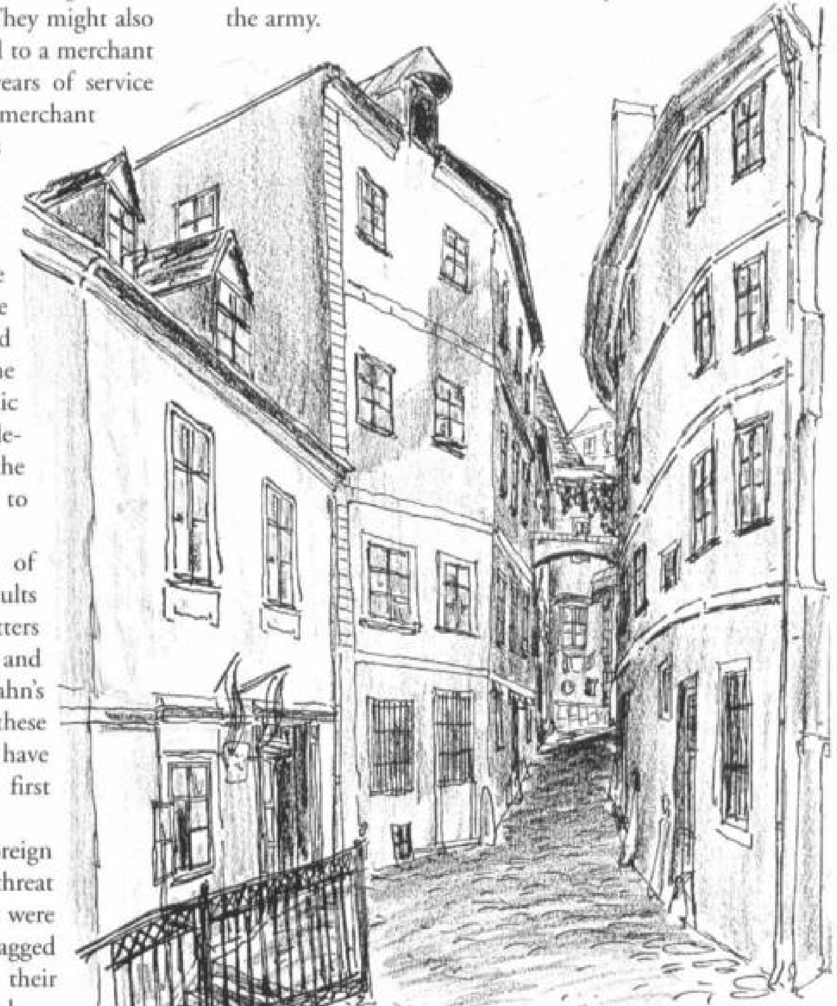
Special Notes: Deep in the offices of merchant princes, locked away in iron vaults and warded by powerful spells lie ship's rutters and logs detailing voyages to the far east and south. During the early years of Ahznomahn's independence, trading ships set out for these distant lands on missions of exploration that have not been seen since Brandobian explorers first sailed the open seas in monstrous galleys.

These records show details of exotic foreign lands that the *zurenas* fear worse than any threat in the Sovereign Lands. Their early envoys were killed almost to a man, leaving only a few ragged sailors to return to known seas and bring their story back. Details on the lands are few and hazy, but the people apparently possess powerful magic and odd weapons.

Kingdom of Meznamish

The Kingdom of Meznamish (population 775,000) once controlled almost the entire Svimohzish Isle. Meznamish's current borders reach only from the Whisvomi Forest to the Menamo Hills. It is a land rich in mineral wealth. Natural resources include gems, minerals, metals and a plentiful supply of whale blubber and seal meat gathered in the winter months. Many local fishermen feed their families with the abundance of fish off Mewzhano Bay's reef.

Meznamish has a small, but effective, fleet that keeps the nearby islands pirate-free and helps secure the sea-lanes from enemy warships, monsters and buccaneers. Meznamish has a small standing army because its natural borders, and the now peaceful relationship it has with Ozhvinmish, preclude the need for a large one. Heavy footmen number around 2,500 and cavalry number around 800. About 500 missile troops round out the army.



Even the less vibrant streets of Nehzmish are opulent compared to other cities on Tellene.

Many demi-humans live in and around Meznamish. Dwarves living in the Menamo Hills and Tanezh Mountains number in the tens of thousands, while many gnomes make the Zhano Headlands their home. The Mizohr Woodland has many reclusive elves as well as a few halflings.

Politically, Meznamish is on good terms with Zazahni and Ozhvinmish and has a solid trade relationship with Pel Brolenon, Mendarn and Basir. In times of need, Meznamish unites with the dwarves and has done so several times in the past. Meznamish has officially recognized only the independence of Zazahni, however, it is obvious that Meznamish has unofficially accepted Ozhvinmish as a separate nation. Meznamish still bears open hostility toward Ahznomahn.

Meznamish is a country of religious diversity; many different temples have worshippers there. The Home Foundation, the Hall of Oaths, Church of the Night's Beauty, the Founder's Creation and the Parish of the Prolific Coin have large followings throughout Meznamish. Despite regal pressure and persecution, the House of Vice has experienced growing popularity.

It is rumored that Meznamish's current ruler, King Warven II, has a secret desire to reunite the continent under his own rule. The clandestine agreements he has made with several Zazahni warlords seem to support this rumor. While the exact nature of these agreements remains unknown, some insiders believe they involve monetary support for the warlords in return for their allegiance to Meznamish.

Monam-Ahnozh

Population: 86,500 Svimohzish humans. Two thousand dwarves have citizenship and figure prominently in local politics due to the wealth they represent.

At a Glance: The huge city has two walls, known as the Palace Wall and the Harbor Wall. The Palace Wall contains the royal palace, the largest temples and about 6,000 of the city's successful merchants, landless nobles and wealthy visitors. The Harbor Wall surrounds the rest of the city, protecting docks along both the Izhano River and the Mewzhano Bay.

Artifacts from across the island line the spacious streets of Monam-Ahnohz. Miznoh returned these items of booty to his capital during his wars of conquest. Tribal totems from Emosvom, limestone statues from Mezh-Vowmi Isle, malachite dwarven sarcophagi from the Dashahn Mountains, and lizardfolk territorial markings from the Mewhi Marsh show the extent and grandeur of the former empire.

Government: King Warven II rules from a sprawling palace covering more than four acres in the middle of the city. The main entrance, which leads to the oldest part of the complex, is the Tower of Justice and contains the king's court. Most consider Warven a benevolent ruler, one who is accessible to the people and mindful of their pleas.

Warven's oldest son, Warven III, sits in a corner and drools. The king is patient with his simple son and spends hours with him each day. Always practical, Warven has named his second oldest son, Vurlan, his heir. Vurlan has already decided which of his father's advisors he will dismiss (or execute) when he takes the throne and plans to send his brother to a distant relative for safekeeping soon afterward.

Economy: Monam-Ahnozh boasts a strong economy based on trade with its eastern neighbors, Ozhvinmish and Zazahni. Trade with the nearby dwarven and gnomish clans has been steady for several generations. Despite the less-than-ideal harbor, Monam-Ahnozh trades with numerous nations and ports, including primarily the Kalamarans, Brandobians and towns of Whimdol Bay. The diversity of trade gives the city resistance to bad harvest or ill will from a single market.

Seal fur, oil from their fat, and tools made of bone and ivory are lucrative and abundant products that come from the adjacent Mewzhano Bay. The mountains provide mineral wealth and valuable ores.

Military: A mere 1,000 heavy footmen (lamellar armor, shield, and shortsword) guard the giant city. Four hundred light cavalry stable their mounts just outside the city's outer wall. The nation's entire navy of 1,200 sailors and rowers sail out of the city's harbor, however, and their influence in the city is significant.

Sowiven Dahmlar is typical of naval officers. He is cocky, clever and eager to accept a dare. His confidence is easy to understand once a person has stood on the deck of his ship. Bringing a vessel into or out of the dangerous Mewzhano Bay, with its 12 foot tides and rocky sides, is a daunting task. Cautious captains find themselves red-faced as their ship sits high and dry when the tide ebbs if they are timid or unsure when it is time to sail.

Temples: The city houses the largest (although not the most important) known temple to The True, a huge marble building with six marble statues in a line outside its doors. High Seer Hava Tanshen is a gifted woman blessed with golden blonde hair and blue eyes. These two traits, identified with the goddess herself, contrast greatly with her smooth ebony Meznamishii skin. The cleric holds her youthful looks well despite her age (over 40). Hava lends support to the enforcement of the law in Monam-Ahnozh by casting spells, by sending her junior clerics on quests to discover or apprehend criminals, or by drawing on her own wisdom.

Chief among her targets is the House of Vice. The local cleric of that temple, Shoshanoh, abducted one of Hava's favorite young clerics. She performed acts so corrupt on him that she almost succeeded in bringing the Vicelord to Tellene. Shoshanoh's head is worth 5,000 gold pieces in the eyes of the courts (and 10,000 to High Seer Hava).

The city also contains temples to all of the other gods. Of the evil faiths, the Congregation of the Dead has the largest temple. Here the ancient cleric who represents the faith has altered its message. Somehow, the faith comes across as neutral rather than evil. Collector Selevahn Vezdor, the temple's senior priest, describes the Harvester of Souls as a violent but indiscriminate killer who takes lives because death is his duty. Sincere or not, Selevahn is a respected member of society, a distinction other clerics of his faith cannot typically claim.

Mages & Sages: Movazh, a masterful illusionist, aids the sequestered Shoshanoh in hiding. Her sometime consort, he has crafted Shoshanoh a brilliant robe that allows its wearer to *alter self* three times per day and *change self* up to six times per day.

Underworld: Subar Totori, a defector from the Kalamaran Imperial Navy, is one of the captains from the Captain's Table of Thirteen. Totori has come this far west from his usual haunt in Reanaaria to seek a replacement wizard. He drowned his last one to prove an argument about whether swords or spells were superior. Totori is trying to keep a low profile, but his mere presence is causing trouble. Thieves and rogues of all sorts commit brazen crimes at night and then speculate loudly in the morning about "that crazy pirate."

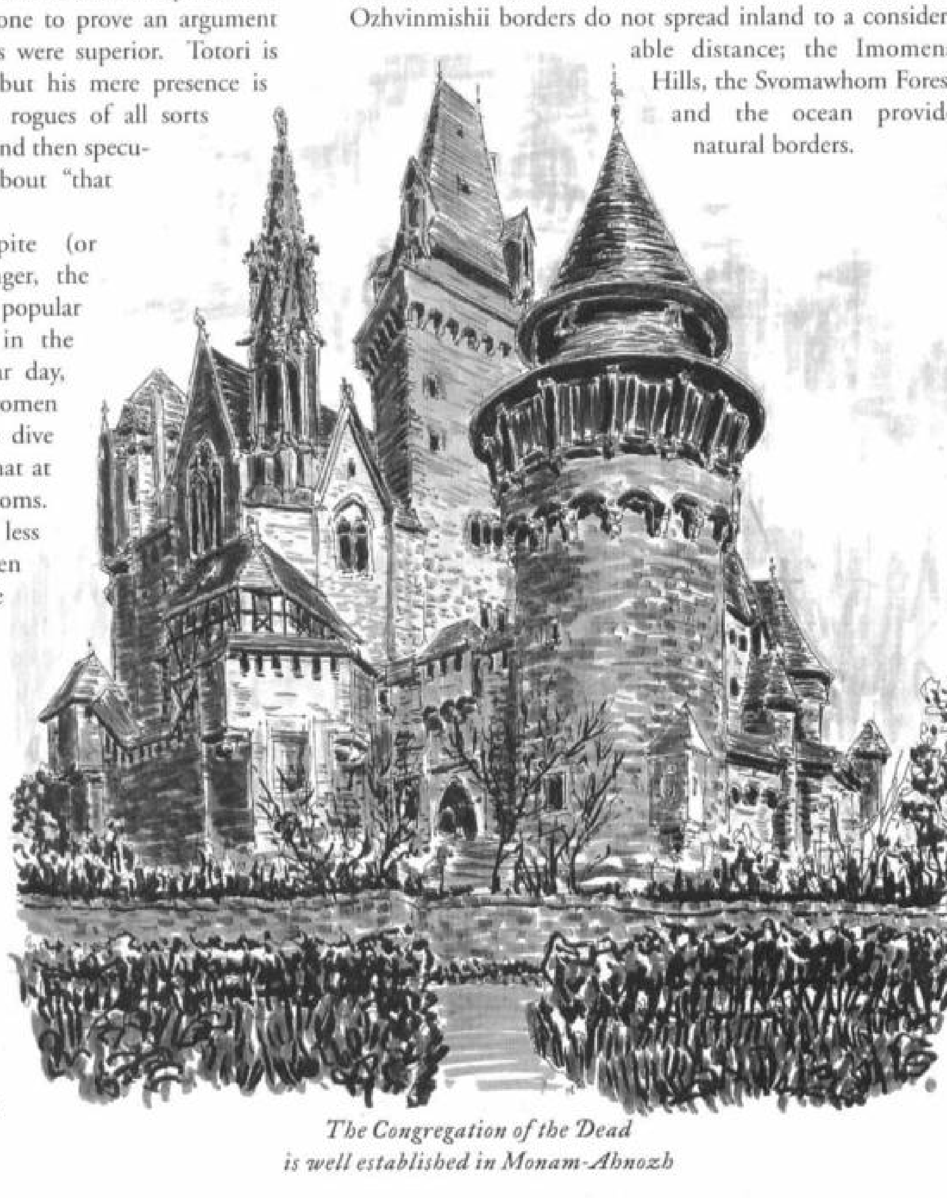
Interesting Sites: Despite (or perhaps because of) the danger, the rocky cliffs west of the city are popular diving places for swimming in the Mewzhano Bay. On any clear day, hundreds of young men and women seeking to prove their courage dive up to 75 feet into the waters that at low tide are less than two fathoms. Accidents happen often, and less accidental injuries occur when two young clerics of the Confuser of Ways join the group to incite fights.

Special Notes: The Council of Monam-Ahnozh convened in 354 C.M. (543 I.R.) and was a religious event of primary importance to the faiths of Tellene. Representative clerics from all 43 religions were invited to meet and discuss points of major significance. The details are numerous, but two main points came out of the summit. First, if a cleric was killed in a conflict, reasonable efforts should be made to return his body for the appropriate services. Curiously, all parties agreed to this item almost immediately. Even the evil clerics did not wish their bodies to rest in unfriendly hands. Second, the clerics agreed that the secret society known as the Vessels of Man was to be destroyed. The Vessels were a group of warriors and wizards who served no god and undermined all priesthoods without prejudice.

Unfortunately, only 26 different religions chose to represent themselves (all lawful religions and most of the neutral ones). Worse, most sent only minor members of the orders. Consequently, the effect of the Council has been minimal at best.

Kingdom of Ozhvinmish

The largest of the Svimohzish nations, (population 1,875,000) Ozhvinmishii lands run along the entire Svimohzish coast, from Meznamish to Ahznomahn. Ozhvinmishii borders do not spread inland to a considerable distance; the Imomena Hills, the Svomawhom Forest and the ocean provide natural borders.



The Congregation of the Dead is well established in Monam-Ahnozh

King Shahn III also claims control of both the Svomawhom Forest and the Imomena Hills. In actuality, he holds no sway over the Svomawhom Forest. It is a dangerous place, being home to outlaws, bandits and all types of unsavory beasts. Additionally, Shahn controls only the northern Imomena Hills, because several Zazahnii lords not only claim, but also jealously patrol the southern portion of the Hills.

The modern Kingdom of Ozhvinmish actually operates like two separate states. His Royal Majesty King Shahn III directly rules the western state while a steward from one of the other royal houses manages the eastern province. The King appoints a new steward every thirteen years. The steward answers directly to the King but, in all other respects, runs Eastern Ozhvinmish as he sees fit. The current steward is Ahzimian of the House of Nhasahm.

Ozhvinmish is currently on friendly terms with Meznamish and most of the cities and towns along the Elos Desert. Ozhvins generally show admiration mixed with a heavy dose of jealousy toward Ahznomahn. This is due to the superior trade status Ahznomahn holds with most of eastern Tellene, especially the Kalamaran Empire. Additionally, Ozhvinmishii merchants never seem to be on the better end of deals they strike with Ahznomahnii merchants.

The Halls of the Valiant, the Courts of Justice, the Assembly of Light, Temple of the Three Strengths, Temple of the Armed Conflict, the Order of Thought, Church of Endless Night, the Temple of Sleepless Nights and the Conventicle of Affliction have sizable followings here.

Ozhvinmish has by far the largest organized army, and is probably the strongest kingdom in Svimohzia. The Ozhvinmishii army consists of 500 light footmen (marines), 1,000 heavy footmen, 4,000 cavalry, 3,000 hobilar and 1,000 bowmen/crossbowmen. Ozhvinmish also has a considerable fleet, although its ships are somewhat weaker than Meznamishii ships, and slower than the smaller Ahznomahnii vessels.

Ashoshani

Population: 87,900 humans (mostly Svimohz). The city has few, if any, elves or half-elves, and the number of other non-humans is less than 1,000. About one in ten of the humans show signs of non-Svimohzish heritage. They might be Brandobian, Dejy, Kalamaran or Reanaarese.

At a Glance: The citizens are moody and sullen. The streets clear quickly at nightfall, and the people treat strangers politely but coolly. The authorities brook no argument, and the populace avoids them for the most part.

Government: The city is the western and national capital of Ozhvinmish. King Shahn III rules this city directly though, curiously, the King traditionally resides in Vinahn, a citadel on the coast fifty miles east of the capital. King Shahn, following a tradition set down generations ago, has appointed a council of five men to see to the city's domestic affairs. He cunningly chose clerics of different faiths, knowing that they would spend their time arguing theology and philosophy instead of trying to undermine his power base.

Hero Zinh Zhamish, the senior priest of both the Halls of the Valiant and the Council, recognized this tendency of the council after another lawful good cleric nearly declared war on his temple during a discussion of tariffs. During council hours, none may discuss religion. Instead, the five of them meet socially afterward to discuss their faiths in a friendlier atmosphere, such as one of their homes. Zhamish's efforts have been spectacular so far; the clerics work together for the good of the city and their temples benefit as well.

Economy: The city thrives on the sale of gems and fine jewelry, and many master jewelers live there. The city purchases raw gems and sells polished ones. Ashoshani also has a strong lumber trade and a powerful shipwright guild. Many ships on the Straits of Svimohzia were built from Miznoh Forest lumber and a good portion of those were built by Ashoshani shipbuilders. The large galleys (almost flat enough to be barges) they build handle calm seas and rivers with ease, they handle rough winds well but very rough water can tip them over. On the other hand, the ships carry huge amounts of cargo. Caravans of them, protected by other more mobile vessels, are the lifeblood of more than a few nations that rely on sea trade. They sell for up to 40,000 gold pieces each.

Military: Most of the military travel mounted on the quick and agile horses that roam the northern portions of the island. Patrols of horsemen stay on the road leading south through the forest day and night, keeping it safe and neat for their own use (incidentally making it very useful for merchants and other travelers as well). The army garrison includes 500 heavy cavalry (lamellar armor, shield, sword, and flail), twice that many light cavalry (padded armor, shortbow, and scimitar), and several companies each of heavy infantry and hobilars (lamellar, shield, and sword).

The captain of the hobilars, Azhanimahr Shenshal is trying to make his own position obsolete by training all of his men to fight as cavalry. He has been successful so far in making their standard equipment nearly identical to the nation's cavalry, and over the last few years, several of his lieutenants have made the transition smoothly.

Temples: The Halls of the Valiant, the Courts of Justice, and the Temple of the Three Strengths all have major temples here. The Assembly of Light has a large following, but the faith is suffering from a series of scandals involving its senior clerics, large gambling debts and the Ashoshani thieves' guild.

The Council banned the religious rites of the evil faiths within the capital city, so they have located their temples

just outside the city walls. Most are further on the decline, though, as local lords are raising opposition to the more evil sects.

The Church of Endless Night, the Conventicle of Affliction, and the Temple of Strife are three that have somehow survived the ban and they have surprisingly many ardent followers. Amihn Ghanim, Purger and ranking cleric in Ashoshani of the Emperor of Scorn, has recently garnered enough funds to build a temple for his hundred or so followers. His personal and magical ability to influence the emotions of his followers will undoubtedly cause acts of hate and even riots in the streets.

Mages & Sages: Onahu Wisha, the Royal Sage, advises and protects the king. Onahu is rarely present personally, however. He casts a few spells on His Majesty and then engages in his own projects. His latest hobby is golem construction, and the most recent is an iron giant. Wisha also patrols the streets with common constables, reminding the good folk of Ashoshani that they are well cared-for.

Desveminh the Warlord poses a mystery for the locals. He has been openly hiring and equipping mercenaries and is known to worship the Flaymaster, yet the otherwise implacable Wisha has taken no action against him. Rumor says that Wisha is eager to move against the Warlord, but that a word from the king stayed his hand.

Underworld: Several pirates put to shore in Ashoshani, but the captains know they are not welcome and keep their stays short and quiet. Their stories, told in the smoky back rooms of inns, attract young ruffians eager for excitement and quick wealth. The pirates, although present, have little or no impact on the city's crime.

Of far greater import is the presence of a cult of yuan-ti led by Jinazsu Han. The three yuan-ti leaders are away from their Vohven Jungle home in search of a band of thieves who entered their temple two years ago and made off with several religious artifacts. The artifacts are not magical, but they are of foremost importance in an upcoming ritual, and the nagas are growing anxious. The trio also actively recruits human followers - and sacrifices - for their cult.

Interesting Sites: Wisha's mentor, the famous wizard Tonaku Izahn, built a series of statues of rose-colored quartz. These statues of nine strong men in ancient swords and armor line Ash Cloud Street near the Temple of the Three Strengths. Many people attribute them with magical or mysterious powers, but they radiate no magical aura. Wisha says his mentor was not finished with them, and he claims not to know their purpose. He cannot explain why one was found half a mile away one day in a different pose than it had held the previous night.

The Last One Inn is a known meeting place for the infamous pirate Onsar Yahul. Yahul puts to shore with no less than a dozen of his men. They are all fearsome warriors with their cutlasses and their reputation for using poisoned daggers keeps otherwise intrepid men from starting fights with them. Yahul is always polite when in town, and the innkeeper has seen no reason to ask him to leave.

Special Notes: Ashoshani has seen its population flee since the ascension of King Shahn III. He despises elves and makes his prejudice clear in laws and public statements. His edicts have alienated many folk with long-standing elven friends and neighbors, and more than just elves have left the city in the last ten years. The remaining elves and half-elves search for a champion who can help them keep their ancient home.

Svowmahni

Population: 123,100 Svimohzish humans, gnomes, and dwarves. Fewer than 5,000 of the citizens are demihumans.

At a Glance: Svowmahni perches atop a hill on famous Cape Thahz. At first glance the city rivals Bet Kalamar in size and spectacle, but a visitor soon notices that the houses are larger and the poor section of town does not sprawl outside of numerous walls like in the larger city. Instead, the city's walls surround nearly all of its buildings, and towers full of armed guards stand vigilantly atop them.

Government: Ozhvinmish's cumbersome eastern government bears the burden of busy trade and a plethora of would-be merchants who think that having money gives them the rights of the nobility. A huge social conflict has been rising in intensity for the past two generations, with each new generation bringing more wealth to the merchants.

Ahzimian, the Steward of Eastern Ozhvinmish, fears that an ancient way of life is about to change, and his son Merazan will see a different kingdom when he grows to adulthood in another ten years. Ahzimian has begun reforms that limit the rights of the rising merchant class, but his efforts come too late to stop the rising tide of merchant power. Merchants already house themselves in armed manor homes and surround themselves with mercenary armies. Their Assembly of Guilds, which was meant to monitor craftsmen and artisans, now controls the valuable port, the city gates, the training and licensing of craftsmen, mercenaries, and the hiring of ship crews.

Economy: Svowmahni is where most Ozhvinmishii trade takes place and where the majority of foreign trade occurs. The city's port draws traders from the Kalamaran nations, the Elos Bay, and Pel Brolenon. Easier access makes it a better port than Monam-Ahnozh, and friendlier local merchants (and lighter tariffs) make it more attractive than Ashoshani.

Miners bring gems and lesser stones from the Imomena Hills to export to the rest of the world via Svowmahni's port. Horses from the eastern plains, grains from across the northern edge of the island (including barley, but more often wheat and oats), and soap leave the island from Svowmahni and foreign silver, platinum, armor, and perfume (from Tarisato) are greedily taken in exchange.

Military: Nearly a thousand each of Ozhvinmish's formidable heavy cavalry (lamellar armor, large shield, sword and heavy flail) and light cavalry (padded armor, lance and scimitar) patrol the city and roads nearby. Another thousand crossbowmen (leather armor, heavy crossbow, and hand axe) and a like number of marines (leather or no armor, longsword, and one or more daggers) support them. The number of soldiers stationed in the city is huge, but half the marines stationed there are actually at sea at any given time, and a third of the other troops are in the field.

Temples: The Hall of Oaths, the largest temple in Svowmahni, contains an enormous library, from which scribes render copies of "The Word," legal documents, and any ancient works written in Svimohzish they can find. Nearly any literate person can find work there, although the pay is barely more than room and board for most. Ardent (that is, tithing) followers might earn a few gold pieces, and highly skilled artists can gain a reputation, if not great wealth.

The current High Priest, a former merchant named Hilano Aziri, is new to the post. As a partial celebration of his promotion and partial show of power, Hilano conducted a mass wedding of some 2,000 couples from around the island. Following the ceremony (held in the market the day of a double new moon), Hilano appealed to the newlyweds and guests to participate in a faith magic spell that protected the entire city with a *magic circle against evil* spell. For a full year, no undead or magically summoned creatures may enter the city. He intends to renew it as needed.

The city's folk also support large temples to the Knight of the Gods, the Eternal Lantern, the Raiser, the Powermaster, the Eye Opener, and the Dark One. Worshippers of any religion may find clerics and temples of their faith here.

Mages & Sages: Hreathwrot, a pale Fhokki from the far north, lives in an apartment in the city. A white dragon killed his family and all of their neighbors when it attacked out of the north in 369 C.M. (558 I.R.) Now, Hreathwrot wants to live as far from the snow as possible.

Shazan Wavemaster bills himself as a "marine navigator." He is indeed a careful and effective navigator. Many captains refuse to hire him anymore, however, since he has a reputation for chasing down pirates and plundering *them*. His services run 2,000 to 5,000 gold pieces per voyage - each way!

Underworld: Like any large port city, Svowmahni has its share of smugglers. The thieves' guild conducts the majority of these crimes. Guildmaster Vohrol owns a half dozen sailing boats, and they sneak out to a tiny uncharted island, fifty miles off the coast, to meet merchants (usually Brolenese) wishing to avoid certain taxes.

Svowmahni's thieves' guild is the largest on the island. The light share it demands of its members, the potential for real wealth, and its extensive resources (the guildhouse has maps of virtually every warehouse, noble home, and worthwhile target in the city) combine to make it a benevolent guild up to which the competition cannot stand.

Interesting Sites: A wide, three-tiered fountain cools the citizens and provides a beautiful background for the city's doves. The fountain is often the scene for weddings, the start of parades, and a common landscape background for local paintings.

A massive five-story inn and tavern - the First Inn - charges travelers over ten gold pieces a room, but each room has its own bath! A powerhouse named Ghatha runs it; he needs no bouncers to keep the peace in his place.

The city also keeps all of the dead kings of Ozhvinmish. Six dozen black-and-silver garbed fighters in full plate and eight clerics of the Speaker of the Word guard the Royal Tombs. Their fancy longswords are not just ceremonial, however, and the guards have no sense of humor when it comes to protecting dead kings. Over 200 kings and royal family members are entombed behind and below them, and none of the guards wants to let disasters involving grave-robbing or undead happen on his shift.

Special Notes: A generous dwarven smith named Zarakhil lives near the market. Zarakhil is actually famous and a friend to royalty. The dwarf forged a ceremonial hammer for a crown prince of his people, commissioned by the prince's father for a birthday present. Zarakhil now

makes horseshoes and children's toys for pennies. The dwarven enclave had too few children and Zarakhil loves to be around them.

The road to the Imomena Hills is a dangerous place. This is primarily due to the bandits and humanoids living in the Svomawhom Forest who waylay any prospectors, gem diggers or other group that looks like it might have some money.

Anowhizh

Population: 22,200. About 2,000 of these are gnomes, dwarves, or halflings, in that order of prominence. The humans are pure Svimohzish.

At a Glance: The city sits on a flattened mound nearly a mile across. A sign near each gate proudly identifies Anowhizh as the "Oldest City on Vohnazni," which any native can identify as a Svimohzish name for Tellene. Ancient stone ruins throughout the city stand witness to the age of the habitation. The stone houses crowd the narrow streets, which are further packed with ladders that lead up to rooftops, stone-rimmed wells that wear a constant halo of women with jars, and small carts pulled by cranky mules.

The people wear wraps, most of them with a single brilliant color. Hoods or scarves cover their heads, and all but the poorest wear straw sandals to protect their feet from the hot city streets. They are friendly to strangers who show them respect, but they will not tolerate abuse. The Ozhvinmishii culture encourages politeness to both guest and host.

Government: The government of this ancient city is technically an appointed post, but the sovereigns of Ozhvinmish have approved of the head of the Mizani family for nearly 200 years. This vast family has deeply entrenched itself in the affairs of the city and controls most of the trade that enters and leaves the city's markets. The current head is Milhavin the Eagle-Eyed, although his age has deteriorated his once keen eyesight. Milhavin has led the family and the city for more than forty years and has spread his power base over so many nephews and nieces that no clear successor stands ripe for the reins of power.

Economy: The city is largely self-sufficient. It produces its own materials and few others. It does not lie on any of the trade routes leading from the mineral-rich Imomena Hills to the capitals east and west of it, so those resources do not come through the city often. Most merchants also consider the port somewhat dangerous since sea devils, huge sharks, and seawolves have all been spotted by reliable sailors in the waters north and east of the city. Given the danger and insignificance of the reward, most merchants continue east to Kalamar or Zha-nehzmish or northwest to Brandobia.

Military: Some 200 pikemen (breastplate, pike, shortsword) guard the city, and another 100 heavy infantry (half-plate, shield, longsword) augment them. Amar Shacel commands the troops. A native of Zenshahn, Amar impressed the Mizanis by bringing in a caravan of six wagons with their cargo intact after an attack by tasloi and carnivorous apes left his employer and two dozen other guards dead. Amar carries the ancient *Protector of the First Empire*, a magical bronze sword of strange shape that speaks with the voice of a king dead for at least 400 years. His reputation for honesty and fairness is legendary.

Temples: The Church of the Life's Fire is the largest and oldest temple in the city. Its current building, rebuilt after an earthquake in 239 C.M. (428 I.R.), stands on the ruins of what might possibly be the oldest stone building on Tellene. The round building holds 1,200 worshipers on the highest of holy days, and their singing fills the city. Lone pilgrims and overnighted visitors sometimes report strange visions in the temple, certainly messages from the Raiser (although other clerics claim the visions are sendings from the dead clerics murdered 300 years ago by a high cleric who witnessed them stealing a portion of the tithes).

The current High Field Master is Hochul Emfid. Hochul stays very visible in the city, making sure he is invited to every noble party and every social activity from ship launchings to the many marriages in the Mizani family. He is a plump individual with a permanent benign smile on his hairless face.

The Temple of the Founder's Creation proudly withstood the same earthquake that partially destroyed the Church of the Life's Fire. Its Master Builder now stands in front of the building as a statue; he requested that he be turned to stone and left standing in front of his building when he died. The current Master Builder, Borli the Bald, claims to have seen the fabled First Temple built by the Founder. Borli supposedly strode the Temple's main hall and passed through to the interior chambers, where he encountered a magical puzzle that he failed to solve; he blinked and found himself at the northern tip of Svimohzia. He does not discuss the First Temple's location, but he pays a premium for any detailed maps of the Vohven Jungle and many of his junior clerics quietly lead or send expeditions there in search of it.

Mages & Sages: Whemi Salpron is a sage of the ancient culture of the Svimohzish Isle. He is familiar with the language, religion, weapons, architecture, and royalty. While he is a capable wizard, he is better known as the owner of a small curio shop featuring antiques and rare herbs.

Mawhal the Foolish has recently returned from the local prison, where he spent twenty-five years for conjuring a demon in the middle of the city's streets. That he dismissed the demon before it killed anybody important (only three slaves and a peasant woman) is the only reason he was not beheaded instantly. A burglar broke into his abandoned home and stole his spellbooks, and the wizard is

still trying to find a way to fit into a society that has long since left him behind. He humbly offers to train fledgling wizards if they can provide him with a scroll or partial spellbook to replace those he has lost. He mumbles to himself constantly and is slightly agoraphobic.

Sisi Mizani is one of the younger adult family members of the famous clan bearing her name and certainly a long way from becoming important in their opinions. Hence, she can afford to be flamboyant and playful. She has spent part of her inheritance in learning to be a wizard.

Underworld: The House of Knives has a large following here, apparently all members of the same cult. They answer to High Backstabber Zohshanam, whose reputation even causes his own followers to tremble in fear. Instead of using poisons, Zohshanam uses a large kitchen knife, with which he can butcher a victim in a matter of moments.

The city's two largest bazaars are home to a few busy freelance thieves, one of who is a fabulously adept half-elven pickpocket that the city's officials have been trying to catch for three years. Dashahn works only one day in ten, but he routinely leaves the market with 1,000 gold pieces worth of jewelry and coins.

Interesting Sites: An engineer named Ansven discovered a natural cave complex while digging out a foundation for a temple a few years ago and then mysteriously cancelled the project, earning an expulsion from his guild and serious financial penalties for breaking the contract. Ansven considers all the trouble worthwhile, however, because he believes that the cave complex might connect to the Grottos in the Ubikokeli Highlands. About once a year, he recruits adventurers to trek into the complex and explore as far north as the caves go.

Other Notes: Any attempt to change the people of Anowhizh brings resentment, since they are so strongly bound by tradition. Arranged marriages are the standard, and adventurers might find that some young lovers will ask to accompany them as they leave so that they can avoid some unwanted match. Agreeing might earn the enmity of a powerful family (like the Mizanis), but refusing might incite the youngsters to follow on their own at great danger to themselves.

Nenehi

Population: 25,700 Svimohzish humans, elves, halflings, and half-elves.

At a Glance: Large markets and other open areas cause the city to spread well inland from the coast. Huge corrals contain horses from the interior and training grounds for the cavalry hold more horses and archery ranges. Three markets cater to buyers of different tastes, flat spaces allow sailmakers to ply their craft, and several fields are set aside for popular sports or races.

Government: The duke of Nenehi is a second cousin to King Shahn III. Duke Roshanaz is a jovial man with a famous sense of humor. Roshanaz has no sons, but his illegitimate daughter Daresvim (who refuses to marry) is nearly old enough to take his place. Daresvim's mother was a priest who did not want to have anything to do with the Duke after Daresvim was born. She died four years ago and Daresvim came to live with her father after 12 years of not knowing him. The people like her, but the nobles under Roshanaz are anxious about her ability and openly skeptical about her right to rule the fief.

Economy: The tailors of Nenehi are famous throughout the Kalamaran Bay area as being the best sailmakers alive. While other people might make better ships, they almost always raise Nenehi's sails. Nenehi also exports alfalfa and a few horses. The city imports a little bit of everything, needing nothing in great quantity.

Military: The army's strongest arm is the corps of engineers that man the massive catapults and trebuchets that face the sea and threaten hostile ships and monsters. They follow a bean-pole of a man named Zehnim who has a deadly eye for range. Two hundred light cavalry patrol the road to Svowmahni and the worn wagon path to Zomo-wim.

Temples: The Courts of Justice, the Assembly of Light, the Temple of the Three Strengths, the Temple of Armed Conflict, the Order of Thought, the Church of Endless Night, and the Conventicle of Affliction have temples in Nenehi. The Conventicle of Affliction is on the decline, and its temple sits empty most of the time. Vigorous persecution has driven its worshippers into hiding and its clerics now minister in prisons or in private homes.

Mages & Sages: Anarvis is a specialist in the field of slimes and oozes. His right arm is missing below the shoulder. An ochre jelly dissolved the arm years ago, and Anarvis may only cast spells without somatic components. In Anarvis' notes are the weaknesses and strengths of over two dozen amorphous creatures and their variations. He also has several dormant specimens trapped in jars or other containers (this storage is illegal, but the authorities are willing to overlook Anarvis' indiscretion unless an accident happens).

One of the horse trainers, Dunhive Whan, is a scholar in the area of arcane magic. He is familiar with Spellcraft (6 ranks, +3 ability modifier), but his favorite subject is rare sources of magic and unique spellcasting methods. Whan is aware of the Disciples of Avrynner and catalogs them for the sake of completion, although he (rightly) does not count psionics as magic.

Underworld: Nenehi normally boasts little crime. The thieves' guild actually oversees all legal locksmiths as well, making the guild a standard and open part of society. This awkward arrangement means that a thief has access to every lock in the city, but it also means that the government

knows where to look for anything that turns up missing.

From time to time, a pirate ship shoves into port, stirs up trouble, and leaves within a day. While that is usually the end of their mischief, they sometimes leave with one or two extra bodies - either conscripts or foolish youths who expect a life of adventure and wealth with the pirates.

Interesting Sites: The Peg Leg Tavern caters to the sailors and others who make their living on the sea. The place has a reputation for helping people find work, so a person seeking to hire a crew could find a captain, officers, and deck hands within a matter of hours. Unless the person doing the hiring uses spells, however, the Golden Alliance manages to sneak a spy into every crew.

Special Notes: A mysterious figure walks the streets of Nenehi at night. The figure is Terrus Dyrn, a lich in search of his stolen phylactery. The lich has tracked the thief to Svimohzia from distant Bynarr, where the lich normally resides. Dyrn uses *seeming* to appear as a Fhokki ivory merchant, and his natural accent and history makes the ruse very effective. He does not willingly fight anybody because of the dangers involved with an absent phylactery, but he is no pushover if a battle ensues.

Zomo-wim

Population: 19,100 Svimohzish humans

At a Glance: The city sits on a high mound, and a wide ramp leads to the only gate in the city's thick walls. Narrow arrow slits conceal watchful crossbowmen and tiled turrets spear the sky. Unlike some other cities, no peasant homes lean against the outside of the walls; the archers have a clear shot for a hundred yards. Roads extend east to Nenehi and north toward Anowhizh.

Government: This distant Ozhvinmish city is considered a wild and dangerous place by its neighbors to the north. Duke Nishmani, who controls a large portion of the southern lands, has the same reputation. The Duke is proud of his city and alternately enjoys and curses his roguish image.

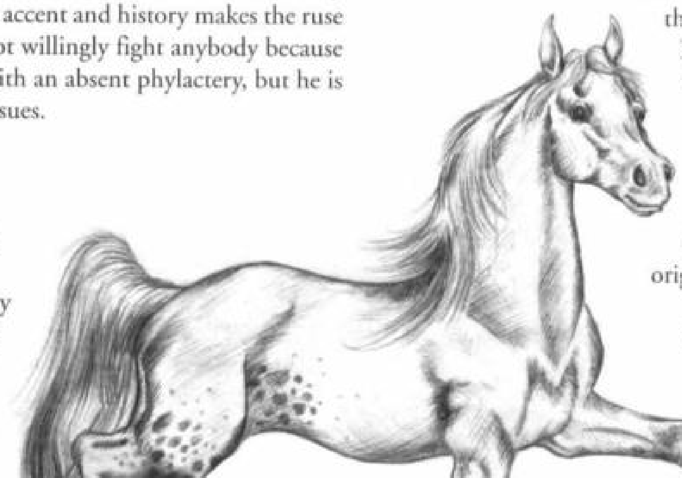
Control in the city is largely centered in the powerful clerics. Nishmani is a pious man and respects the rights of others to practice their religion (although the right not to practice any religion has never occurred to him). Tithing to one faith or another is mandatory by law.

Economy: Strange artifacts from the Awhom Forest are the most exotic and highest priced items sold out of Zomo-wim, but they are also the rarest. More common resources are lumber and the bright horses for which the island's eastern plains are famous.

Military: Cavalry has been a part of Zomo-wim since before the Coming of Miznoh, and the city relies on 300 heavy horsemen to protect it (splint mail, shield, and sword). The number of hobilars in the army has recently increased due to the frequency of fighting in and around the Awhom Forest, where horses are useless. The hobilars now number over 600. They follow the innovative and reliable Captain Nahlavi, a knight whose family has been an important part of Zomo-wim for centuries. Nahlavi bears a scar he acquired within the Vohven Jungle, but he will not discuss his reasons for being there or the origin of the scar.

Temples: All faiths have followings in Zomo-wim. The Halls of the Valiant, the Assembly of Light, the Temple of the Three Strengths, and the Temple of Armed Conflict are popular, especially with the soldiers. Other influential faiths include the Order of Thought, the House of Solace, and the Parish of Love.

The Temple of the Three Strengths operates a sprawling monastery six miles west of the city. Its 25 followers practice prayer, exercise, and train in the faith's exotic martial arts daily, regardless of weather. The Aspirant of the Three Strengths who leads the monastery in its daily rituals and training is Zhulurahn, a short man muscled from head to toe known for his gentle touch when healing and his iron fist in combat.



Highland Dancer

Highland dancers are the bright and agile horses of the eastern plains of Svimohzia. These horses, although small among equines, are loyal, intelligent, and unnaturally dexterous. Their colors run from chalk white to charcoal gray, often with spots on the sides and legs.

SZ L (animal); HD 3d8+9; 23 hp; Init + 2 (Dex); Spd 60 ft; AC: 14 (-1 size, +2 Dex, +3 natural), Atk 2 hooves +6 melee; bite +1 melee, Damage hoof 1d6+3; bite 1d4+2; Face/Reach 5 ft. by 10ft./5 ft.; SV Fort +6, Ref +5, Will +2; Str 17, Dex 15, Con 17, Int 3, Wis 13, Cha 6; AL N; Skills Listen +7, Spot +7.

Zhulurahn's influence extends into the military, since he is responsible for the hand-to-hand training of all of the soldiers in Zomo-wim.

The Parish of Love, under the leadership of Leshan Shazahn, performs nearly all wedding ceremonies in the city. Leshan admirably manages to retain many of those couples who enter her temple intending only to be wed under the eyes of the Pure One.

Mages & Sages: Wherahzni, a myopic old man from rural Zazahni, established a home here with his family, envisioning a large library where visitors hungry for knowledge would pay outrageous sums for his wisdom. The reality is that the need for a sage who specializes in the astral and ethereal planes is limited. Wherahzni's special favorite is the subject of pocket dimensions, such as the one created by the spell *rope trick*.

Adurmas is a dwarven chronicler with a penchant for embellishment. His stories typically aggrandize the role of dwarves in the development of the human nations on Svimohzia. Adurmas makes his heroes superhuman and the villains in his stories are despicable and truly vile.

Underworld: Horse thieves are the most hated and (unfortunately) the most common criminals in the city. Although stealing a man's horse is punishable by exile (one horse) or death (two or more horses), the chance to earn a couple of hundred gold pieces for riding a beast to Nenehi or Svowmahni tempts more than a few of the city's poor. Drawing and quartering is the typical method of execution for horse thieves.

Interesting Sites: The King's Mound is a round hill in the city that supposedly holds the buried dead of a forgotten monarchy. No homes or shops adorn the mound, and a low fence keeps children away from it.

The story of the Mound tells of several bodies buried in it. Supposedly, the bodies are those of a group of pilgrims who were beset by dire wolves eons ago. They beseeched the gods for help.

Help came.

At least a dozen gods responded to the call. Some were good and sent aid, some were evil and dispatched more monsters. Irritated, the Mother of the Elements caused the ground to rise up and swallow the whole mess.

The story has never been verified, but the Mound does in fact radiate strong divine magic from all schools.

Special Notes: The city's strong defensive stance stems from the threats to come out of the Awhom Forest in recent years. As treasure hunters and adventurers bring more artifacts out of the forest, the humanoids and monsters in the forest become bolder and more belligerent. While no one locally believes the goblins or ogres can claim to have created these artifacts, they do fear the humanoids are merely pawns of a greater race, one thought to be long dead. What this race might be, none can guess, for the artifacts show no images of their creators.

Kingdom of Ul-Karg

Brog-Tuuakh, a powerful hobgoblin chieftain from the Krimppatu Mountains, created this Kingdom. He was strong enough to dominate the other hobgoblin tribal lords and proclaim himself King of the hobgoblins. Shortly thereafter, the hobgoblins made war on the humans of the island. Brog-Tuuakh's host withdrew first from the battlefield in the great Dwarf-Human War (Fortnight's Battle). However, the hobgoblins believe that they actually won the war, since the combat precipitated the break up of the Meznamishii Empire.

Today, most human islanders believe that the hobgoblins have taken to the Nazguk Hills and will never return. This could not be farther from the truth. In actuality, after the war, the hobgoblins retreated past the Durbattum River and regrouped. Since the war they have founded three cities and have mastered the art of sea travel.

Ul-Karg has even begun to trade with the outside world. Its merchants trade gems, metals, ivory, rare woods, spices, textiles, livestock and slaves. Most of their trade is with pirates, Brandobians and Pel Brolenese.

Sections divide the country, each populated by a different tribe. The current hobgoblin King, Krarag-Randatk, belongs to no tribe; he rules independently, receiving homage from each tribal leader.

The kingship is not inherited. Any tribal chieftain bold enough to challenge the present king to trial by combat can become king through victory. Combat is usually to the death, although maiming and inability to continue because of lost limbs or blindness can determine a winner. Famous or popular kings who are crippled in these contests are sometimes retained by the new king as a military advisor. Losing challengers are always slain. Regardless of who actually wins, no hobgoblin may challenge the king for an eight-week rest period. Tribal chieftains win their positions in a similar fashion.

The Church of Endless Night is the most powerful religion in Ul-Karg. Every major event, from coronations to important trials, requires the presence of the Kargi Nightmaster. All other events require the presence of at least one Knight of the Black Pit. The other lawful evil religions, the Temple of Armed Conflict, the Congregation of the Dead, the House of Knives and the Fraternal Order of Aptitude are tolerated. Of these smaller churches, the Temple of Armed Conflict and the House of Knives have the largest congregations.

Although exact numbers are unknown, the nation of Ul-Karg, a militocracy, is believed to have a considerable fighting force. There are even rumors that the hobgoblins are preparing for an attack on Zazahni or Meznamish. These rumors are supported by the heavy influx of warhorses recently purchased from Mendarn merchants.

Burzumagh, City of Plague

Population: 9,500 hobgoblins

At a Glance: Windows are few, thin, and shuttered. On the straw-covered streets, despite the warm climate, the hobgoblins wear full covering, excepting only their eyes. Even these might be covered by a sheer gauze if the wearer is wealthy enough to afford the expensive cloth. The citizens shun strangers, and for a stranger to touch a citizen is legal cause for assault.

Government: Like all Ul-Karg cities, Burzumagh is under direct military control. Grand Duke Patukhar rules the city and the Zamul Forest (at least nominally). He despises the minutiae of government and wants nothing more than to be in the field with his troops, but he rarely has the opportunity. Patukhar, despite (or perhaps because of) his obvious dislike of running the duchy, is a skilled administrator.

Below him, Patukhar has several captains who think his complaints are unfounded. If only they were the Grand Duke, the problems of economics, trade, and judicial law would not exist, or they would take up minimal time. These ambitious and fearless leaders are a constant threat to his position and their sedition spreads dissent among the troops.

Economy: The hobgoblins export teak, pepper, vanilla, and the hides of exotic animals from the Zamul Forest. Their principal import is salted or dried meat, since game is scarce in the forest. Furthermore, food taken from the jungle is sometimes highly toxic, even normally safe food.

Ronazagh's docks see Brolenese traders increasingly often in recent years. The traders come in search of more slaves, the unique Ronazagh exports, and strong hobgoblins for any empty benches in their galleys. Being largely cut off by land and distant from other ports by sea, these Kargi rely on the Brolenese traders for everything they need. Since the Brolenese merchants price these necessities accordingly, talented rogues often sneak in and make off with untraded merchandise while the visiting merchants are distracted with music, wine and exotic slave girls.

Military: With the mountains to the north and Ronazagh to the south, the military threat to the city is not great. Despite the safety, the army presence is formidable by human and demihuman standards. Twelve hundred soldiers in thick lamellar armor, longsword, and shield guard the city and police its streets. Patrols in platoon strength (30-40 strong) make regular marches through the streets.

Tullum is a deadly swordsman known for his willingness to cheat in duels and for his legendary stamina. Tullum once suffered over 100 nicks, cuts and even serious stabs in a duel that he won. Under his tutelage, his company of soldiers has become possibly the best warriors in Tellene outside of Kabori's 1st Legion. It infuriates Tullum to no end to see another one of his soldiers wasting away to disease every time he walks out of the city's gates.

Temples: The Rotlord, not the Dark One, is the principal god in Burzumagh. Disease lives in the Zamul Forest and the hobgoblin who lives under its shadow learns to deal with sickness as unavoidable as the changing of the seasons. Rare is the hobgoblin without scars from pox or other signs of disease.

The Church of Endless Night's temple is an underground temple worshippers may enter only by a basement-like door outside of the Grand Duke's Keep. Pitmaster Kurgaz is under tremendous pressure from his seniors to restore his faith to the principal position in the city. They cannot understand how difficult it is to change the minds of the citizens of Burzumagh with every dinner table missing a family member due to disease.

Mages & Sages: The hobgoblin wizard Tanagazh is known for creating the terrifying spell *Breath of Zamul*, which he claims rains the deadly diseases of the forest on his enemies. In reality, the spell is nothing more than a *cloudkill*, cast as an enlarged Metamagic feat.

Underworld: The hobgoblin cities have no guilds for their craftsmen, but the thieves do band together into groups. The smaller groups are led by charismatic individuals and fall apart when that individual is killed or arrested (and typically executed). Burzumagh's largest group has been around for 60 years and shows no signs of waning soon. Kinshag, a half-hobgoblin, leads the group. Kinshag's Plague of Locusts practice banditry outside of the city's limits and roll drunks inside the walls.

The authorities are soldiers and prefer to be pointed at their enemies and ordered to charge over searching for them, questioning witnesses and searching for clues. Suspects are typically beaten or tortured until they confess and then executed. A frustrated soldier might give a witness similar treatment.

Interesting Sites: The city's center contains an ancient black building of stone not native to the area. It lacks any writing or symbols and the doors have long since rotted away, but legend says that it was an old temple of some kind. The building is three stories tall, with small windows that used to hold colored glass. An open area of the building, presumably for worship, rises all three floors, and the roof contains a large flat area with a place for a now-absent shrine. Hobgoblins fearless in battle refuse to enter it, even though strangers have often entered it and found nothing unusual.

Special Notes: In addition to being victims of disease, the hobgoblins of Burzumagh are carriers of more diseases than one can count. Hobgoblins are actually quite resistant to disease, and each generation that lives in the shadow of the forest gains more and more immunities. Strangers in contact with them (walking the streets, fighting in a battle, etc.) must make a Fortitude save (DC 12) to resist catching

a disease such as mindfire. Direct physical contact such as wrestling or hugging raises the DC as the DM sees fit.

Ronazagh

Population: 11,400 hobgoblins.

At a Glance: A huge clearing in the forest shows where humanoid hands have destroyed acres of trees so the hobgoblins could build their city here. A wall twice the height of a man runs inside a fetid moat, broken by two gates.

Inside the gates, mangy stray dogs fight over bones in the dirty streets, and naked children brawl among them. Armed merchants barter over commonplace items. Metal-clad soldiers fill the streets.

The very center of the city shows its origin: distinctly human buildings show similarities to Meznamishii architecture, and inscriptions date the human section of the city to before the founding of Meznamish. The true hobgoblin dwellings are wood buildings on stone foundation, with one large central room that serves as a cooking, sleeping, eating, and social room, with several smaller adjacent rooms that serve as storage or possibly private rooms for the patriarch and his wife (or wives).

Government: Ronazagh is a semi-capital of Ul-Karg. The King's brother, Grand Duke Grullagz and most of the military reside there, so the country defers to it in all matters not commented upon directly by the King. The city, like the rest of the country, is ruled strictly by the military. Grullagz is a capable commander but hates administration, so he leaves the mundane functions of overseeing the city rule to his second-in-command. This governor is a short hobgoblin named Vulak. Vulak owns in excess of 300 slaves, and his farmland (most of which he has never seen) produces sugar beets, timber, and wood for strong bows and spear shafts.

There is no difference between civil and military government. Soldiers act as police when they feel like it and people have no option to resist except by force of arms.

Economy: The Kargi are not great farmers. Their slave-worked mines generate a large fraction of Ronazagh's wealth–rubies, copper, gold, and iron. Loot contributes a great deal as well. The unrest in Zazahni and the proliferation of small unaligned towns and city-states across the central and western part of Svimohzia mean that the island is ripe with targets for raids.

Military: Ronazagh's garrison roughly matches the

Half-hobgoblins

Half-hobgoblins, known as sil-karg among the hobgoblins (and even less polite things among human) are uncommon and generally unwelcome offspring of humans and hobgoblins. Sil-karg favor lawful alignments, and might be good, neutral, or evil equally.

Those that live with their hobgoblin parent (these are rare) favor whichever god is dominant; human-raised sil-karg often favor the Temple of the Three Strengths or Temple of Armed Conflict. Sil-karg have the following racial ability modifications: Either (+2 Dexterity and -2 Wisdom and -2 Charisma) or (+2 Constitution and -2 Intelligence). Hobgoblins are larger than humans, but they are not prone to great insight.

Medium-size. As Medium-size creatures, sil-karg have no special bonuses or penalties due to their size.

Sil-karg base speed is 30 feet.

Darkvision: Sil-karg can see in the dark up to 60 feet.

Hobgoblin blood: For all special abilities, magic item usage and other effects, sil-karg are considered hobgoblins.

Automatic Languages: One regional human language and Hobgoblin. Bonus languages: Draconic, Giant, Goblin, and Infernal.

Favored class: Fighter. Hobgoblins are skillful, versatile fighters who make extensive use of feats and cooperative tactics in battle.

civilian population. Principal operations include harassing the humans and demihumans on the island, but the army's commanders subtly mine the reports from the raiders to determine the military strength of their enemies. Over 6,000 soldiers in heavy armor (the typical thick lamellar common to most soldiers in Ul-Karg) operate out of Ronazagh.

Temples: A squat black rock passes for the Church of the Endless Night in Ronazagh. The slipshod workmanship testifies to the speed with which the temple was built. Pitmaster Gornatt Ironwall ordered the old temple destroyed and this new one built beside its predecessor after a rogue cleric of the Eternal Lantern left a *continual flame* on the altar. Its followers are soldiers, officers, and common workers.

Less important temples to the Temple of Armed Conflict, the Congregation of the Dead, the House of Knives and even the Fraternal Order of Aptitude boast a few loyal followers. Their followers and their wealth combined do not equal the power of the Church of the Endless Night. A few soldiers worship at the Temple of Armed Conflict, a handful of scholars and sages attend the Congregation of the Dead and the Fraternal Order of Aptitude, and thieves and assassins swell the ranks of the House of Knives.

Mages & Sages: Grezat plies a few spells hoping to pass himself off as a hedge wizard. He lives outside of the city's walls, among the pungent poor dwellings that receive runoff from the city's moat during heavy rain. His knowledge of herbs and medicines allows him to earn a pittance selling poultices and balms. Grezat learns which of his clientele have valuable jobs and sometimes gives them charms that ward off disease for a week or two. The charms also allow the assassin to spy out potential employers - or targets.

Underworld: The Duke maintains a secret police force that employs elite archers and assassins to eliminate potential rivals or insurgents. The mysterious Murder Brigade numbers barely over platoon strength (about 50 individuals), but their effectiveness goes far beyond their numbers. When the political climate is quiet enough, Grullagz uses them to obliterate any rising thieves' guilds. These pogroms also allow the Brigade to bolster their own numbers; they recruit from among these guilds as well as from regular soldiers and snipers in the army.

Interesting Sites: Ronazagh relies on narrow canals to bring water from the Durbattum River to its people and farms. Four of these canals enter the city in parallel underneath the walls, and numerous foot bridges cross these canals within the city. Guardposts of six to eighteen soldiers stand near each of these bridges, and anyone swimming in a canal (which is not a healthy activity) is suspected of being a spy trying to sneak into the city. The canals carry crocodiles, dire rats, and even more hazardous creatures into Ronazagh's streets.

Special Notes: King Krarag-Randatk keeps his military in Ronazagh and stays here when he is not in the capital city deep below the Krimppatus. Zurgak Krage, a general known for his absolute hatred of dwarves, hopes to replace him one day. Krage's goals include the annexation of Vrandol (for which he plans to gain the assistance of the Brolenese) and the establishment of a naval force to ferry the hobgoblin military might (for which he also plans to use the Brolenese, with less willingness on their part).

Kingdom of Zazahni

The Kingdom of Zazahni (estimated population 1,600,000) is the central nation of the Svimohzish Isle. The Kingdom is a feudal state with the land divided into various dukedoms. When Zazahni obtained independence from Meznamish, there were more than thirty petty barons and dukes. The people of Zazahni believed they needed a king. The most powerful duke, Adasvero, claimed the new throne and crowned himself King Adasvero I. The other noble houses were not happy with his proclamation and an immediate civil war erupted. The fighting has gone on now for almost 70 years.

Currently Zazahni is without a ruler since the last King, Wazh-anh II, was assassinated in his sleep. Until his untimely death, he had held sway for 26 months, the second longest reign in Zazahni's brief history. Despite his central Zazahnii heritage, King Wazh-anh II was very popular in the north because he authorized the sacking of several Ozhvinmishii villages by the northern barons.

Today, there are still 27 competing noble families, seven of which seek to place the head of their house on the throne. All but two of the smaller houses have declared either complete neutrality or allegiance to a more powerful lord. The many allies of these two weaker houses allow them to continue to compete for the throne. Many of the lords have secret alliances with Meznamish.

The northern houses began the civil war in a weakened state due to the Ozhvinmishii ravaging during Fortnight's Battle. Nevertheless, better land for crops and more natural resources have recently given them an edge in population growth. They still, however, constantly skirmish with Ozhvinmish when not fighting each other. Constant warfare ravages the middle baronies, both from each other and by the armies that pass through from the north and south. The only thing keeping them from total economic collapse are the tariffs they collect from north-south trade. Constant battle with savages, humanoids and trolls from the Vohven Jungle weakens the southern barons. However, need causes them to have superior troops and their well-seasoned infantry keep a balance of power between north and south.

Zazahni is a poor kingdom with few natural resources.

Constant external and internal warfare has weakened her to the point of fragmentation. There are even those that hope for the return of Meznamish. Some minerals are extracted from the Imomena Hills, and rare woods and spices are obtained in the Vohven Jungle. The constant competition between the barons causes economic troubles, as price wars and exceedingly high tariffs wreak havoc on the struggling economy. Of course, Ahznomahnii merchants are always there to take advantage of low prices, to help instigate price wars and to drive further rifts between the local barons. All in all, Zazahni's best exports are her mercenaries and her poisons, both of which have attained world renown.

Almost every religion is worshipped in Zazahni, but the Halls of the Valiant, Temple of the Armed Conflict, the Way of the Berserk, the Thunderer's Temple, Courts of Inequity, the Congregation of the Dead, House of Knives and Temple of Strife have the largest followings. There are a growing number of followers amongst the many evil religions.

Emosvom, Doorway to the Past

Population: 7,800 Svimohz and 200 elves.

At a Glance: Instead of building bridges across the wide Izhoven, the people rely on barges and ferries. Boats in the sluggish river hardly require mooring, and travel across its brown waters is commonplace and uneventful.

The city reeks of garlic, and the pungent herb makes its way into nearly every item of food. The Emosvomi attribute to the garlic everything from strong nails and teeth to longevity to magical potency.

Government: Despite its trade value, few outsiders ever considered Emosvom important enough to care about. Even during the civil wars, it was hardly considered a place worth fighting for, and the local duke, Inawhil, never fully committed to anyone else. The result has been that Emosvom is virtually independent.

Economy: The Emosvomi collect rare woods, spices, and exotic animals for sale as pets from the Vohven Jungle. They grow barley, but their beer is delicious only to themselves; they cannot export it. They do send, however, barley upriver during years of bad harvest. While Wimish and Svomwhi report light crops sometimes from blight or fire, Emosvom rarely has a bad barley crop.

Military: Mizovohr Arhomven takes the soldierly vices to extremes. He is intoxicated when not on duty, gambles recklessly at cards and dice, spends too much time and gold in brothels, and never, ever backs down from a fight. This crude, earthy man leads the militia, drawing on his experience from fighting rogue beasts in the Vohven.

Arhomven's militia includes 90 men on foot (brigandine armor, shield, and spear), 40 on horseback (cord armor, shield, lance, and sword), and a growing number of men in heavier armor trained to fight in close quarters (a collection of 30 men in lamellar, scale mail, and splint mail, with large shield, and sword or axe). Arhomven constantly nags Duke Inawhil for better armor, more horses, and better weapons.

Temples: While the Home Foundation, the Assembly of the Four Corners, the Church of Everlasting Hope, and the Raconteur are popular, the most revered faith in the city is the Conventicle of the Great Tree (located in a thick grove of oaks a few miles east of the city). Temples tend to be empty except on the holiest of days. The people of Emosvom are faithful, pay their tithes, and follow their faith's decrees, but they rarely attend services.

Mages & Sages: Miznamvho the Elder visits the city often enough that he owns a cozy home just outside the city wall. The druid brings back stories of the adventurers who set out for fame and fortune in the Vohven Jungle. Since Miznamvho's stories frequently include the final fate of the adventurers, people wonder if he stands and watches them die without rendering aid. Miznamvho claims that helping the strangers in his forest is not his mission, and he brings back news for friends and family out of kindness. Miznamvho's main reason for visiting town is to sell the dangerous herbs that he harvests, strong herbs used in both medicines and poisons. He trades them for supplies such as clothing and tools.

Underworld: Exotic and dangerous monsters from the Vohven make expensive pets for the wealthy and powerful. The lure of wealth attracts many adventurers to Emosvom to attempt to procure displacer beasts, dragon eggs, and other objects that fetch outrageous prices among nobility in Zha-nehzmish, Zenshahn, Svowmahni or foreign ports.

Interesting Sites: The city includes a large and

Cord Armor

Cord armor is made from tough vines or ropes twisted into wiry cords. The thick cords deter edges and points fairly well, although they provide little defense against bludgeoning weapons.

Cord armor is classified as light armor and adds +2 to AC, gives -1 check penalty, has 15% chance of spell failure, has maximum Dexterity bonus of +5, 30 ft. movement, and weighs 15 lbs. It costs 30 gp or 180 gp for a masterwork suit.

secure prison dedicated to holding dangerous rebels or insurgents. In addition to housing 900 criminals held for civil crimes, over 200 nobles and common military leaders, informants, and spies languish in the dark prison. The Emosvomi people dislike the burden the prison places on them because feeding an additional 1,200 mouths strains even their substantial food supplies.

Special Notes: The city is known as the Doorway to the Past because adventuring parties stage expeditions from there into the massive and unknown Vohven Jungle. These parties typically stock up on food, tents, rope, and other supplies and then travel by boat along the Izhoven River. Natives serve as guides up to a point known as Three Kings Bank. This shore of the river has a small forest of totem poles mounted in the sand and supposedly marks the borders of a tribe of very xenophobic elves.

Crocodiles, blood hawks, lions, juju zombies, ghouls, leopards, trolls, and giant slugs are some of the dangers that guides and scouts report on the edge of the Vohven Jungle, the river, or the plains to the east. In the west, the lands are civilized, leaving few dangers other than subterranean ones–ankhegs and bulettes–and aerial hunters like the black dragon Minzazel, believed to live in either the Mewhi Marsh or somewhere south of there in the Vohven.

Svomwhi

Population: 18,100 Svimohz and about 800 dwarves, halflings, and gnomes.

At a Glance: Large expanses of emerald lawns and a wide stone bridge over the Izhoven separate the homes of the commoners from the luxurious palace of the duke. The east side of the river apparently belongs exclusively to the rich and powerful, although only a small guardhouse at the east end of the bridge shows any physical barrier.

Government: Duke Dovizhem III rules the city of Svomwhi from his marble palace on the east bank of the Izhoven River. His name is not popular in national circles because of his father's resistance to the country's unification, but his own subjects adore him. While his authority is unquestioned, his seneschal Baron Svemahni exerts far greater influence in the daily affairs of most people. He oversees the collection of taxes, construction of roads and fortifications, and the Ministry of Faith, a local body whose main purpose is to see that the churches comply with the law.

Svemahni's ambition and lack of social graces are famous in the city, and many people shake their head at how little he tries to hide either. Dovizhem allows the baron free reign at the moment, content to wait until Svemahni has more power than he can handle before cutting him off. As far as Svemahni's rudeness, the duke loves having a more visible target than himself for satiric bards to ridicule.

Economy: The Duke's palace and gardens provide a major drain on the area's economy, since he takes so many workers away from the food-producing crops to make sure his roses and lilies grow. Despite the drain, the city has enormous wealth. The nearby Imomena Hills produce plentiful but rough wool, horses roam the eastern plains, barley and hops thrives on the west bank, and the Izhoven is still shallow and swift, providing mills with reliable motive power throughout the year.

Military: Dovizhem's army consists of two hundred heavy infantry and 300 heavy cavalry protect the city. With no natural borders, the troops must cover all sides. Because the Duke refuses to hire mercenary troops, he encourages the clerics in the city to hire them, and these untrustworthy mercenaries (except for native crossbowmen) spend most of their time prospecting for gold in the hills.

Temples: The Home Foundation, the Hall of Oaths, the Courts of Justice, the Temple of the Stars, the Temple of the Three Strengths, and the Church of the Silver Mist exert the most influence on the people of Svomwhi. Temples of lesser importance include the Inevitable Order of Time, the Church of Chance (popular with the prospectors and merchants), the House of Hunger, and the Temple of Strife.

Mages & Sages: A meticulous elven chronicler named Weithaelin has been recording the recent events surrounding the ongoing civil war. After falling from favor in Zenshahn because he never revealed his work, Weithaelin moved to Svomwhi, where he found the reception much warmer. The historian is convinced that more exciting events are coming up, and he wishes to be in Zazahni when they happen. His writing takes a long time because he has an incredible memory for detail and he writes in the elven language, a slow and laborious task.

Underworld: Mesvanish is an agent of the Confederacy of Ahznomahn. The Ahznoms fear the power of a united Zazahni, especially if under Meznamishii control. Therefore, Mesvanish (only one of a dozen agents like him across the country) preaches independence for each Zazahni duchy. He also spreads word about the good work that the Confederacy of Ahznomahn has done, the wealth of its Members of Parliament, and the nation's stability.

Interesting Sites: The Tomb of Kings is a granite building dedicated to the remains of King Adasvero. The two-step pyramid stands only about 60 feet across and 50 feet high and shows no decoration on the bottom level. The top level has a small altar dedicated to the True, idealistic images of happy farmers and workers, and an entrance into the interior. The entry is *arcane locked* at 17th level and the interior has several illusions designed to frighten intruders.

The king rests with a ruby-tipped scepter, which served as his badge of office, a law book, and his golden crown. He rests alone for now; the Truthseekers wait for a king to

last long enough to begin a dynasty. Once a king's son becomes king, the Truthseekers intend to request the honor of guarding the dead in this Tomb.

Special Notes: Adasvero ruled from Svomwhi during his brief reign. Its central location, access to the Izhoven River, the nearby mineral wealth of the Imomena, and the productive central farmlands make Svomwhi a logical choice for a center of government.

Zenshahn

Population: 24,700 Svimohz. Most demihumans who survived the tumultuous civil wars have left.

At a Glance: The walls are new, tall, and vigilantly guarded by veteran soldiers with longbows and a full range of siege equipment. The city bustles with activity; excitement and hope for the future are growing.

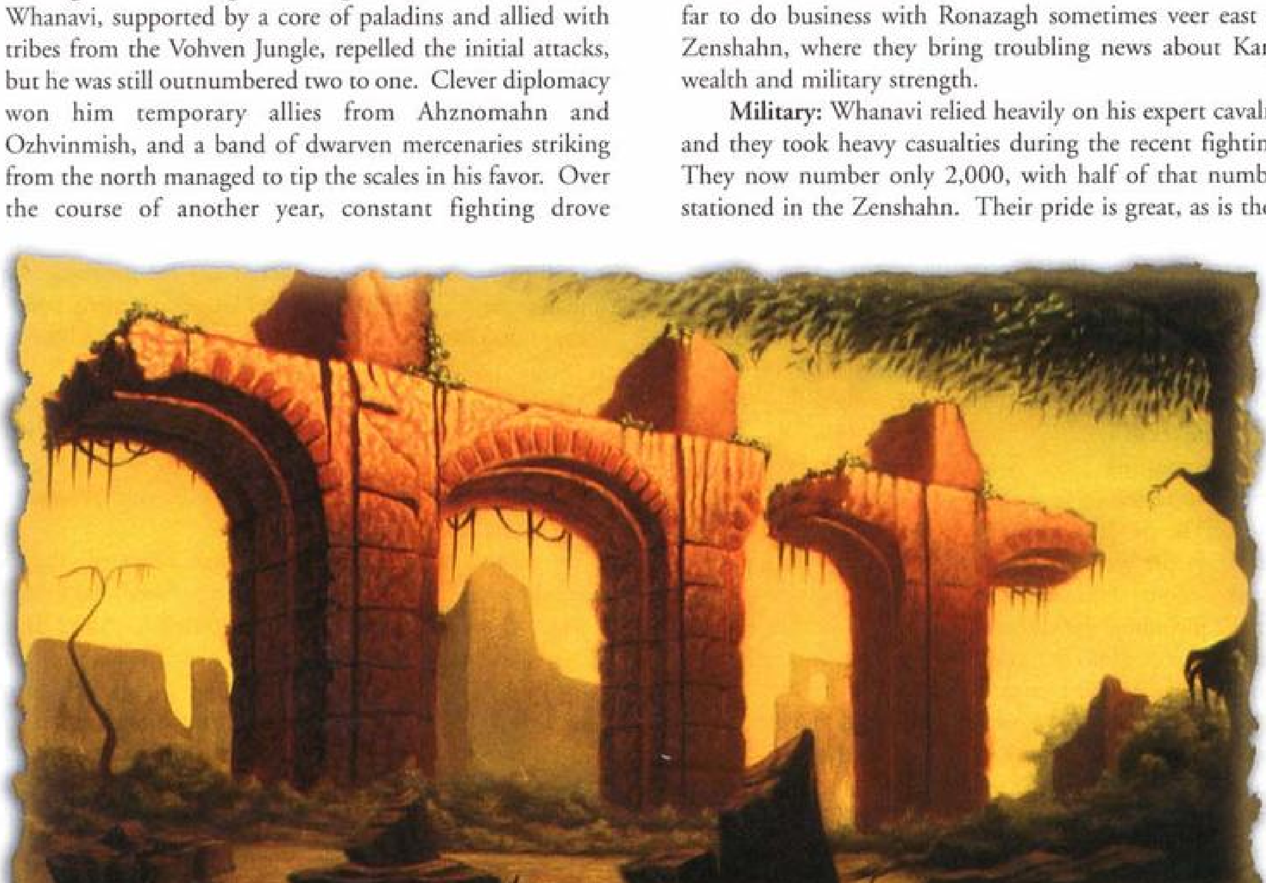
Government: Zenshahn is the seat of Duke Whanavi's duchy. He recently engaged in a fierce war of domination with Duke Dovizhem II. Dovizhem, now known as "The Bloody" gave an impassioned speech in front of the unaligned dukes at the Council of Mewhi and won over their support. From his fortress at Svomwhi, 2,000 foot soldiers and fully 3,500 horsemen stormed west and south, striking at the black-garbed knights faithful to Whanavi. Whanavi, supported by a core of paladins and allied with tribes from the Vohven Jungle, repelled the initial attacks, but he was still outnumbered two to one. Clever diplomacy won him temporary allies from Ahznomahn and Ozhvinmish, and a band of dwarven mercenaries striking from the north managed to tip the scales in his favor. Over the course of another year, constant fighting drove Dovizhem and his troops back to the Izhoven River, where his allies changed allegiance in return for amnesty. Since Dovizhem's capture and execution, the nation has been relatively peaceful, with most nobles deferring a position of respect to Whanavi but nothing more.

While Whanavi's army is too weak for him to claim any kingship, his son Yahan might be in a good position to claim the vacant throne in another 30 years. Zenshahn is growing economically stronger and it will eventually recover from its military losses.

Economy: The economy is still reeling from the blood and destruction of the recent civil war, but peace is settling in. Since Whanavi opened up peaceful relationships with some of the Vohven natives, new trade routes have allowed opportunities that did not exist before. The tribesmen are not all peaceful, however, and many of them do not appreciate the intrusion of the northerners.

Zenshahn exports worked metal goods to the Vohven tribesmen in return for the exotic goods needed for her famous poisons. Poisons, veteran mercenaries willing to undertake questionable tasks, and jet from the Imomena Hills generate the greatest income of Zenshahn's exports. Whanavi has a fine port in his central city, but it sits empty more often than not because of the extreme distance from the busiest trade routes. Brolenese traders who come this far to do business with Ronazagh sometimes veer east to Zenshahn, where they bring troubling news about Kargi wealth and military strength.

Military: Whanavi relied heavily on his expert cavalry, and they took heavy casualties during the recent fighting. They now number only 2,000, with half of that number stationed in the Zenshahn. Their pride is great, as is their



impact on the economy. Most of the cavalrymen are wasteful and spend a considerable amount of coin in the marketplace, inns and taverns of the city.

Ironically, Whanavi's infantry gained in strength from the campaign due to land concessions from Dovizhem. Their morale is not as great as that of their mounted counterparts, but desertions are nevertheless few.

Temples: The Temple of Armed Conflict, the Way of the Berserk, the Halls of the Valiant, the Church of the Life's Fire, the Face of the Free, and the Inevitable Order of Time have temples in the city, with a dilapidated shrine to the Founder's Creation outside the city's walls.

Mages & Sages: The civil wars initially appeared to be a boon for mercenary wizards, but the fighting grew thick and deadly, and a great number of wizards died before peace returned. Wizards are presently rarer in the kingdom than ever before. Concerned about the state of affairs, Whanavi has begun building a school he calls the University of Arcana, an investment he hopes will encourage a new generation of wizards in the city.

The university's designer is Mushahnohz. "Mushu" is egotistical and pedantic, but he is a gifted wizard and legendary combat mage. He is wise enough to know that he best offers the embryonic school his name only. He has no patience for teaching and has no clue how to handle the finances or paperwork involved with a school. Until he can find another to fill in, however, he is the only instructor the school has.

Underworld: Smugglers have become firmly entrenched. They have public support because they bring in foreign goods cheaply to which many commoners and merchants have become accustomed. The smugglers are raising their prices and blaming the price on the greater threats from the duke's tariff collectors.

One thieves' guild, the Dark Omen, acts solely as black marketers, bringing in wines, weapons, and cloth at prices a third less than the usual market. The Dark Omen's leader is Isvanosh, a gap-toothed man with a disarming smile and no scruples at all.

Interesting Sites: Whanavi has been expanding his previous residence into a palace at the request of his young son. The production has been slow since his heart is not truly in the work, and the palace is still years away from completion. Accidents have plagued the construction as well, including the drowning of six workers in the moat after their scaffold fell from a wall and its entangling ropes trapped them underwater.

Special Notes: Whanavi is still cursed by the reputation of his father, who lied and cheated to gain position among the dukes. After a failed attempt at the crown, his allies discovered his many deceits. The worst of his falsehoods came when he convinced a dozen dukes and barons to commit soldiers into the area because of an impending Kargi invasion. In truth, the movement of such massive forced was meant to deter an impending attack from an eastern duchy and its allies. The deception worked, but his allies were quite displeased. Now, undeservedly, Whanavi carries the same reputation by association – he is the son of a liar.

Colony of Vrandol

Pel Brolenese slavers actually founded this now Mendarn colony. The Brolenese found that they could make a tidy profit selling and trading slaves to the Kargi for precious metals, iron and gems. Thus, the slavers established Vrandol as a rest and supply stop for merchant ships bound for Ul-Karg. Local pirates began to frequent the town to spend their booty on wine and women. Soon the town grew from a rest and supply stop to a full-sized city.

The Pel Brolenese practice of waylaying Mendarn merchant vessels and enslaving the passengers and crew eventually angered King Aldorn III enough to declare war. However, the Mendarns could not invade Pel Brolenon because its rocky coast and the windy Straits of Svimohzia make any invasion of the City of Oppression nearly impossible. Therefore, King Aldorn ordered an invasion of Vrandol. The Theocrat's troops were overwhelmed. The Mendarns sacked their temples then burned them to the ground.

King Aldorn decided to keep the colony intact as a Mendarn colony. Now Mendarn slavers sell their captives to merchants bound for the towns of Ul-Karg. There, they trade slaves for gems, metals, ivory, rare woods and spices. Mendarn merchants also trade foodstuffs, textiles, livestock and warhorses to the hobgoblins through Vrandol.

King Aldorn keeps a small fleet of warships at Vrandol both to protect her and to assault any Pel Brolenese ships that come within sight. Vrandol keeps a standing army of about 300 troops.

Vrandol

Population: 9,500 humans. About 80% are native Svimohzish and 20% are Brandobian. About 200 dwarves live in the city as well.

At a Glance: A fresh stone wall surrounds the city, rebuilt over the ashes of the wooden palisade that failed to ward off the Mendarn invasion in 1040 Y.K. (559 I.R).

Wide roads or open fields subtly divide the city's interior. The wealthy merchants live in the hills to the northeast, the nobility live in the east, craftsmen and artisans reside in the southwest section south of the docks, and the laborers live in the northwest and around the docks. Crossing one of these cultural barriers is legal, but the authorities discourage unauthorized wandering.

Government: Vrandol is still under strict military rule. General Cavdrol must establish a trade monopoly with Ul-

Karg. This mission requires two plans - the creation of a wide road for overland trade, and the strangulation of naval trade from other nations around the western coast of Svimohzia, especially Brolenese merchants who know the waters well.

Cavdrol is the appointed Governor of the city, a position that supplanted the Brolenese lordship (which itself supplanted an ancient Svimohzish barony).

Economy: The Mendarns sell slaves to Ul-Karg in return for gems, metals, ivory, woods, and spices for themselves. They also sell food, textiles, livestock, and warhorses that they receive elsewhere to their hobgoblin neighbors.

Since the naval blockade of the Pel Brolenon-to-Ul-Karg sea route is ineffective, (suspicion among the Mendarn military blames *invisible* Brolenese dromonds), the colony is responsible for building a wide highway to the hobgoblin country to establish a quick and exclusive overland trade route. This highway keeps workers away from the fields and their trades, slowing the economy by a substantial margin. The General insists that everyone will benefit from the labor in the long run.

Military: The 300 heavy footmen (half-plate armor, large shield and battleaxe) assigned to the colony are engaged in building the road. In addition to taking shifts themselves, they supervise and protect a work force of 400 conscripted Svimohzish locals into clearing the rough land through the Parnor Hills and the uneven lands south of them. The demeaning work undermines the soldiers' morale, but fear and suspicion of Ul-Karg keeps them alert. They know that raiding bands from somewhere have been striking at the free villages of the west-central part of the island, but they as yet have no definite proof linking the brigandage to Ul-Karg.

Captain Bolgdran, a hardworking soldier from one of the colonies, oversees a detachment authorized to patrol. They ride along the coast searching for beached galleys from Pel Brolenon. One such expedition revealed a sinking great galley in the distance. Bolgdran and his men assembled rafts that they carry as part of their standard equipment and rowed out to investigate. When they arrived at the sinking ship, tentacles reached up and killed or panicked the soldiers, but Bolgdran dove underwater with a knife to confront the danger. The cause of the chaos was an aboleth, which immediately charmed Bolgdran.

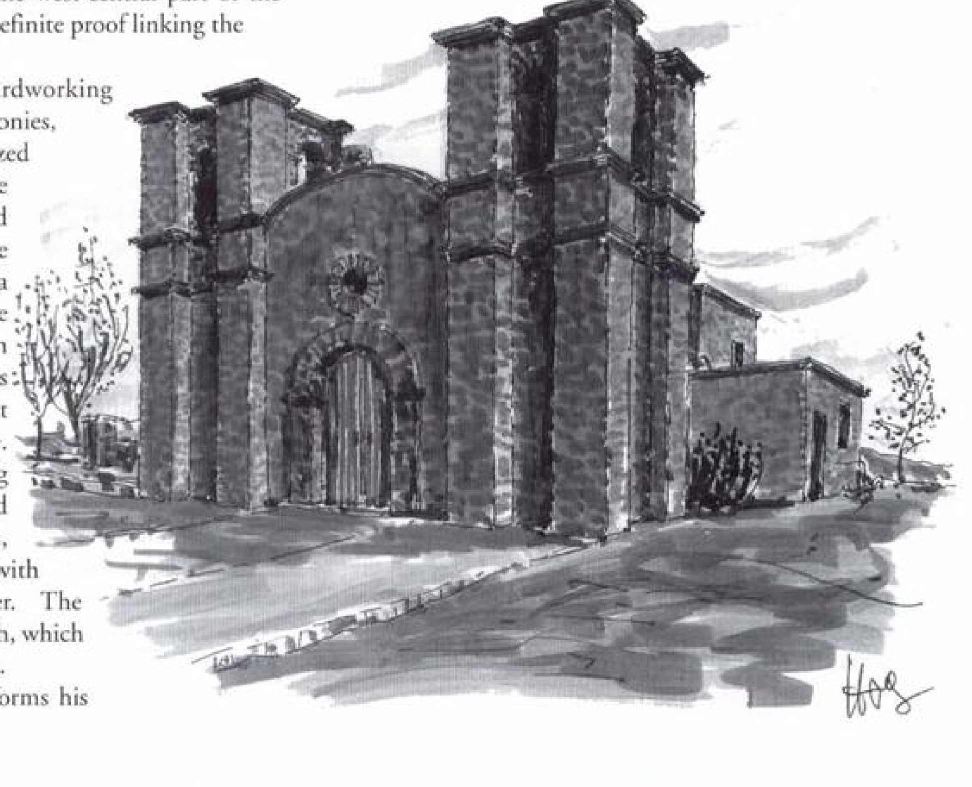
Now the captain still performs his other duties, but he also sees to it that fishermen, sailors, and other doomed souls sail out to the aboleth's undersea cave where it can devour them.

Temples: The House of Scorn was prominent under Brolenese rule, but the change in government has affected its membership. It currently claims a meager 150 total members, of whom a third show up for major holy days. Purger Nalban leads three junior clerics.

Mages & Sages: A Brolenese spy named Wenvert poses as an artist. He hides secret military and trade information in his paintings and sells them to contacts who spirit them to Dowond-Brandel right under the noses of Mendarn agents. Wenvert is astute and clever and does not believe in taking risks. His magic is very subtle and often layered for maximum effect.

Hendrad the Black is a native Svimohz known for his mastery of elemental spells, his *rod of thunder and lightning*, and his quick backhand. Hendrad's Brandobian name came from his Brolenese father; his epithet comes from his short temper. Hendrad is a staunch supporter of the Mendarns and suppresses insurrection or civil unrest wherever he goes.

Underworld: Unknown to any in the city, Hendrad's father, Mandast is still alive, having faked his own death to survive the purges that followed the Mendarn annexation of Vrandol. Mandast leads a simmering group of 40 people faithful to Pel Brolenon. Most of these "Loyalists", as they call themselves, are former nobles who lost lands or position. While the Loyalists make no overt actions as a group, the members individually still have considerable



wealth in secreted gems and jewelry and still have power through bribes, contacts, and no dearth of evil intent.

Interesting Sites: An old temple to the Overlord still remains from the colony's previous owners. The reason for its existence is a mystery to most people in Vrandol. While Cavdrol claims that he honors all religions, he is secretly afraid of retribution if he orders the temple's destruction. The cause for his fear could be traced to a horrible nightmare involving the temple the night he arrived in Vrandol. He believes it to have been a direct threat from the Overlord.

Nobody is known to enter the temple through the wooden planks that cover its doors and windows. Inside, however, live a band of seven ghasts and 30 shadows. The ghasts are former clergy of the temple, killed during the Mendarn invasion. The shadows are undead remains of the worshipers inside the temple at the time of the slaughter.

Special Notes: The two cultures do not always agree, since the Brandobians are almost exclusively members of nobility or government, leaving the Svimohz to do the work. The Mendarn acquisition of Vrandol did nothing to change this legacy of the Brolenese.

City of Bronish

Refugees from Mendarn and Pel Brolenon founded the free city of Bronish (population 8,000) about 100 years ago. Fearing racial persecution or enslavement, the founders came by boat to the northwest coast of the Svimohzish Isle. Here they met friendly Meznamishii nomads and together they developed a small community.

The city has succeeded as an independent state and its population is a mix of Brandobians, Meznams and halflings. Bronish has remained independent for several reasons. It is geographically isolated, has little wealth and most importantly, it is protected from Pel Brolenon slavers by an alliance with a creature living in the nearby mountains.

Early settlers exploring the mountains discovered the lair of a gold dragon. They immediately paid tribute with flattery and gifts. Ever since, the city has had an exceptionally friendly relationship with the magical being. The dragon has agreed to defend the good and peaceful city of Bronish and the citizens reward the dragon with treasure and praise.

The dragon is treated as a god by the townsfolk and those who have had the honor of viewing the creature tell grand tales of its magnificence. In fact, the main reason that the people of Bronish have little wealth is because they give such a large portion of it to the dragon. Long ago the dragon destroyed slavers who boldly landed in the heart of the small city in an attempt to enslave the citizens. Once news of this incident got out, slavers' ships were not even seen on the horizon again.

The city and surrounding area sometimes face danger from monsters that dwell in the Whiven Marsh or hobgoblins who cross the mountains from the south. Therefore, they keep a watch of 75 footmen supported by 75 cavalry to defend the city from such threats. They have no formal navy since the dragon protects them from waterborne invasions, but there are numerous fishing boats owned by the citizens.

The city is run by an elected council of seven who each rule for seven-year terms. Each year an election is held for one position. The social structure is generally fair with most citizens bearing equal rights. The goal of the citizens is simply to maintain a good and just place for its inhabitants to live, free from the disputes and politics of the outside world. Most good and neutral religions are tolerated. The House of Solace and Parish of Love are local favorites.

Local food and lumber from the Whisvomi Forest are in adequate supply, as is metal from the Dashahns. The chief export of the city, however, is the fine rope and basketry made from vines found in the marsh and forest. The city is on good trading terms with Meznamish, Eldor and the colony of Vrandol. However, many fear the imperious nature of Eldor.

Topography of Svimohzia

WOODLANDS

Awhom Forest: It is said that this densely wooded area was once part of the Vohven Jungle but that, over time, the climate became drier and the Vohven receded to its current boundaries. An ancient culture predating mankind is rumored to exist within this forest.

Miznoh Forest: This pine forest marks the northwest area of Ozhvinmish. The native Svimohz hew a large number of trees but the forest's rapid growth rate mitigates any ill effect. Both wood and wild elves inhabit the heart of this wood, although they have few dealings with the outside world.

Mizohr Woodlands: This nondescript forest in southwestern Meznamish covers the foothills of the Tanezh-Dashahn mountain ranges as they descend into the Meznamish Valley. Many gnomes and a few elves dwell here.

Svomawhom Forest: This collection of thickets and briars lies along the eastern side of the Imomena Hills. It is a most unwholesome place and the human inhabitants of the region keep a safe distance. Numerous humanoid bands dwell within its confines and they occasionally raid the surrounding lands.

7
Svimohzia

Vohven Jungle: The Izhoven River descends from the high plains of northern Zazahni, draining the savanna into a vast jungle, known to locals as the Emerald Sea. Early river navigators so named it because far upstream they could see the green of the vast rain forest off in the distance and believed it was the sea. Covering nearly 150,000 square miles, Vohven is a massive and largely uncharted wilderness. Human and humanoid tribesmen live there, in great numbers, along with all sorts of wild beasts. Tribes of intelligent vegetable creatures also inhabit an area of the jungle.

Arboretum of Clahz: This is an area in the heart of the Vohven Jungle wherein a druid has collected flora and fauna species unknown elsewhere in the realm. Supposedly, the plants eat the animals. This is where the intelligent vegetable creatures originated; they escaped and are now a menace throughout the jungle.

Whisvomi Forest: Situated on the elevated western slopes of the Dashahn Mountains, the Whisvomi is a subtropical forest, diverse in both flora and fauna. Local farmers cultivate certain shrubs, the fruit of which they use to brew a concoction highly prized throughout the civilized lands.

Zamul Forest: This forest in the northern reaches of Ul-Karg is decaying and rife with arboreal diseases. The air is pungent with the aroma of detritus and few sylvan creatures can still be found here.

MOUNTAIN RANGES

Dashahn Mountains: These ancient mountains derive their nickname, the Malachite Heights, from the abundance of malachite deposits rather than any visual resemblance to this dark ore. It is rumored that the true origin of this name is due to the fact that these hills once served as the last bastion for the dark elves before they were driven underground a dozen millennia ago. Regardless, lush greenery throughout the year and temperatures are mild even at the highest elevations.

Dwarves and gnomes have mined copper from this area as far back as either race can remember. For centuries the world's finest bronze came from the Dashahns. Although plentiful in copper, tin, lead and zinc, the scarcity of iron, gold and platinum has resulted in a steady decrease in the dwarven population as the most avaricious abandon their ancient homes in search of greater wealth. Today fewer than 15,000 still dwell here. Human miners or gnomes now occupy many of the former dwarven citadels, the latter having closer ties to the land itself. The low foothills are home to both gnomes and men.

Krimppatu Mountains: These peaks are actually the western portion of the Dashahn-Tanezh range. Peopled by the Kargi (hobgoblins), little is known about these peaks. The Krimppatus are obviously rich in gemstones and metals because the Kargi trade these valuables to Vrandol and others for slave labor. It is rumored that somewhere below the Krimppatus lies a vast city wherein King Krarag-Randatk the Powerful resides. Escaped slaves claim that other evil races such as illithids and dark elves also dwell and prosper beneath the Krimppatus.

Lozhen Mountains: Hardly fitting the category of a mountain range, the Lozhens are a collection of perhaps a dozen or so active volcanic peaks within the Imomena Hills. Despite comprising an area only a score of leagues square, they are home to numerous monsters, particularly those preferring a scorching climate. Gemstones are rumored to abound herein.

Tanezh Mountains: This eastern counterpart of the Dashahn Mountains is taller and more rugged than its progenitor. Iron is common here and has attracted a dense population of mountain dwarves.

HILLS

Imomena Hills: This rugged plateau lying between Ozhvinmish and Zazahni is claimed by both kingdoms, yet controlled by neither. A few petty Zazahnii nobles actively patrol the southern hills, but the rest of the territory is unguarded. Few humanoids remain, the majority long ago driven off into the Svomawhom Forest or under the Lozhens. The tough yeomen who inhabit the region are mostly shepherds. Prospectors are also here as the region yields some quantities of semi-precious stones.

Menamo Hills: The ring of hills that define the eastern Meznamishii border is home to both farmers and miners of human, dwarven, halfling and gnomish creed. Though dotted with orchards and picturesque little farms, the region's true wealth comes from deeper within the earth. Ores of copper, tin and iron are all plentiful.

Nazguk Hills: These hills are located on the southern slopes of the Krimppatu Mountains in the northern marches of Ul-Karg. The Durbattum River meanders its way through this region (the native hobgoblins are immune to most of the diseases carried by this stream) on its way to the city of Burzumagh. Some metallic ores must be located herein for the hobgoblin armies employ weapons of both iron and bronze. Only hobgoblin shepherds graze their flocks on these slopes as they are covered with less abundant foliage than elsewhere in Svimohzia.

Parnor Hills: These breezy tropical hills, abundant with all sorts of fruiting plants and colorful birds, are located on the west end of the Krimppatu Mountains. Were it not for the slaver city of Vrandol to the west and Ul-Karg to the east it would be a paradise. Unfortunately, the two countries have enslaved, killed, or driven off most of the indigenous people. Those that remain are adept at camouflage and are very rarely encountered and even then, it is only on their terms.

Whisvomi Hills: These hills are located on the western slopes of the Dashahn Mountains and are covered by the Whisvomi Forest.

Zhano Headlands: The northern terminus of the Dashahn Mountains, these cliffs project into the Straits of Svimohzia and tail off, becoming the Dragon's Teeth. Although devoid of the more valuable metals, several gnomish clans and a few dwarves still tunnel these hills. Fertile throughout, the Zhano Headlands are also home to many human farmers and herders.

WETLANDS

Ehniven Marsh: The western shoreline of Mewzhano Bay is covered by this narrow, low-lying area. The marsh appears almost uninhabited and is of little political or commercial importance.

Ivez Estuary: This swampy area lies at the mouth of the Ivelo River on Mewzhano Bay. Migratory birds nest here in huge numbers during the winter months and attract many predators.

Mewhi Marsh: This low area in southwestern Zazahni gives rise to a tributary of the Izhoven River. Native lizard-folk who observe a strict neutrality in regard to the affairs of men and humanoids govern the area. As the area has no strategic value, the nations of Svimohzia have been inclined to simply ignore this region.

Whiven Marsh: This coastal swamp borders the Brandobian Ocean on the northwest side of the Dashahn Mountains. The brackish waters conceal giant crocodiles and sea scrags while the air buzzes with the droning of a plethora of insect life. Locals avoid this place for many of the insects carry lethal diseases.

BODIES OF WATER

Kalamaran Sea: See Kalamar

Mewzhano Bay: This rocky inlet of the Straits of Svimohzia is infamous for its unpredictable gusts that propel ships into the sheer cliffs on either side of the cape. Vessels frequent this area, however, as seals are plentiful and easy to capture.

Sea of Svimohzia: Off the southwest coast of the Svimohzish Isle, this ocean marks the very edge of civilization. Many sharks and sea monsters hunt beneath its waves and whales breed here in the winter months. Pirates and Pel Brolenese slavers sometimes traverse these waters en route to Ul-Karg.

Straits of Svimohzia: The forty leagues of open water separating the Elenon and Dashahn mountain ranges are known as the Straits of Svimohzia. The prevailing winds are channeled by these two ranges into this narrow corridor, making it a very dangerous passage. The Straits are also frequented by many pirates.

'The Dragon's Teeth': The peaks of once fierce mountains still protrude from the Straits of Svimohzia forming a dangerous obstacle for sailors. Sailors claim that rocs nest on some of these islets.

Zhano-mewhi Bay: This placid bay is remarkable for its beaches of black sand. One can often find whales here during the winter months and foolhardy sailors occasionally attempt to catch one of the gigantic creatures.

RIVERS

Durbattum River: Marking the unofficial northern reaches of Ul-Karg, the Durbattum River traverses the Zamul Forest before emptying into Zhano-mewhi Bay. The water is discolored with the by-products of decay and is unfit to drink. The native hobgoblins, however, are immune to most of the diseases carried by this river.

Ivelo River: A meandering minor river in the southern part of the Meznamishii Valley, the Ivelo sluggishly empties into Mewzhano Bay via the Ivez Estuary.

Izhano River: This river flows through the heart of Meznamish from the Mizohr Woodlands down to its mouth at Monam-Ahnozh City.

Izhoven River: This slow running muddy river flows south from the Imomena Hills through the Vohven Jungle to the Sea of Svimohzia. It is navigable to the town of Emosvom.

Zhano River: A minor river in northern Meznamish, it runs but twenty leagues from the northern tip of the Dashahn Mountains.

Chapter 8

Independent Organizations

Amid the populace of Tellene operate several independent organizations. These groups have specialized (and often illegal) goals that range from preparing for the return of the Creator to world domination. Typically, their influence on society varies with the strength of the local government. In Kalamar, for example, many of these societies remain completely underground. However, many groups, such as the Golden Alliance and the Network of the Blue Salamander, thrive in such areas. While many of these organizations associate with religious organizations and may have similar goals, they are unaffiliated with the churches of Tellene.

The Blackfoot Society

The Blackfoot Society is a loose-knit group of anti-monarchists. They dispute the popularly held belief that royal families have the divine right to rule. The Society's goal is the overthrow of all monarchies, whether oppressive or benevolent.

The Blackfeet believe that power is derived from, held by and shared with all people. They advocate a more communistic society with all members of the community sharing equally in work, products and property. The Blackfeet believe that individuals should work for the betterment of the community as a whole and not for selfish gain.

Support among the populace varies from region to region. As can be expected, support is greatest where living and economic conditions are the worst, or where tyrannical rule oppresses the commoners. The Society enjoys its largest support in the Kalamaran Empire, Eldor, Meznamish and Shynabyth.

Even where conditions are perfect for setting their ideology into practice, the Blackfoot Society has been unable to foster much of an uprising. This is largely due to the weak and ineffective leadership of the Society, which is long on rhetoric and short on action. For the most part, the activities of the Society have been reduced to placing anti-monarchy slogans on walls and vandalizing royal property. The Blackfeet have claimed responsibility for the recent death of a Kalamaran noble. In truth, the noble died when he fell from his horse after a night of excessive carousing.

Members of the society can be identified by the black dye applied to the soles of their feet. However, they are careful to hide this mark from the eyes of those whom they oppose.

The Secret Network of the Blue Salamander

The Secret Network of the Blue Salamander is the largest secular organization on Tellene. Its leaders are obsessed with power. They aim for world domination and will settle for nothing less. Those who stand in their way are brought to their knees or crushed.

Raja Na-Badyja, an arch-mage of phenomenal skill and dark aspirations, formed the Secret Network. Raja, whose symbol was a Blue Salamander, sought to dominate Tellene and crown himself Overking. He believed magic, information and wealth, not military might, were the keys to world domination. Raja gathered his henchman and began his assault. After only five years of effort, he had infiltrated virtually every guild and government on Tellene. It seemed as if his plan was going to be successful. However, Raja's chief henchman, Mesvanis, had plans of his own. Mesvanis entered into an alliance with a group of illithids and together they overthrew the arch-mage. After the battle, the mind flayers gave Mesvanis a surprise of his own; they psionically attacked Mesvanis and feasted on his brain. Today, most believe that illithids, vying for control of the surface world, still run the Network.

The membership of the Network is quite diverse. The Network employs as agents humans, demi-humans and non-humans from all social strata. This racial and professional diversity is of great benefit. The Network has been

able to infiltrate many organizations at the highest level, including thieves' and assassins' guilds not already under their direct command.

The Secret Network of the Blue Salamander uses any means necessary to achieve their goals. Common practices include assassination of leaders, infiltration of other organizations, torture, kidnapping, bribery, blackmail, controlling trade, piracy, military insurgence and terrorism. The Network favors covert actions in order to bring about the demise of their enemies but will not shy away from open confrontation.

Because controlling trade is paramount to control of any area, the actions of the Network are often in conflict with those of the Golden Alliance. Currently the two groups are at war with one another, each conducting raids on the others' caravans and bases of operation. The Network is the greater power in the Young Kingdoms and in the Kalamaran Empire, and has greatly weakened the influence of the Golden Alliance in those regions. Neither organization has been able to establish a power base in or along Reanaaria Bay. However, the Network recently sent an envoy to the Captains' Table of Thirteen to seek an alliance with them.

Brotherhood of the Broken Chain

The only goal of the Brotherhood of the Broken Chain is to abolish slavery from the face of Tellene. The Brotherhood works both overtly and covertly to attain its goal. Brothers infiltrate slave rings and report numbers, locations and caravan routes to their superiors. The Brotherhood then ambushes the slave merchants and frees their captives. Members also smuggle arms to the captives and instigate slave rebellions. As a last resort the Brotherhood will purchase, then free the slaves. They do not do this often because it is costly and directly benefits the hated slave merchants.

The Brotherhood formed only a few years ago. However, membership is growing rapidly as many freed slaves join the ranks of the Brotherhood. The Brotherhood of the Broken Chain is closely allied with the Face of the Free and receives financial backing from that church to help in its endeavors. The Brotherhood currently concentrates its operations in Pel Brolenon, Mendarn, Vrandol and Ul-Karg. Recent successes have been slave rebellions in Mendarn and Vrandol and the freeing of more than 100 slaves from Ul-Karg.

The Disciples of Avrynner

The Disciples of Avrynner is an organization founded by the first students of Avrynner the Mind Master, the father of modern psionics. In Avrynner, the gift of psionics became evident at an early age. Thinking his strange powers unnatural, his Aronak (see the Land of Torakk) banished Avrynner and cast him into the wilderness. He wandered from village to village, but found only hostility. In the wilds, he practiced his powers and through psionic travels Avrynner met several alien creatures that helped him hone his skills.

His mentors informed him that he was not alone: others on Tellene had similar powers. Filled with joy, Avrynner began a lifelong quest to befriend them. Avrynner found many others, but none were as skilled as he was. He tutored his companions and together they traveled the lands searching for more of their kind and for a land where others would not persecute them.

The group settled in Pekal. The people there seemed friendly and magic was an accepted practice. However, Avrynner soon drew the attention of the School of Magic. The School demanded that he teach others this new magic. When Avrynner explained that it is a gift, given only at birth, they rebuked him for refusing to share his knowledge. Avrynner was arrested for practice of unlicensed magic. The wizards feared his powers so they drugged him and had him formally executed. His disciples fled and formed this secret group.

Today, some three hundred years later, the association still exists. The Disciples of Avrynner follow the teachings of the Mind Master. They study, practice and teach the use of psionics to other gifted ones. Because of the history of psionic persecution, the Disciples of Avrynner remains a hidden organization. They only reveal themselves to other psionicists or those who have the power and do not yet know it.

The Disciples are a loosely bound association and their dispositions range across the entire ethical spectrum. Therefore, as a group, the Disciples have few goals. However, they are all sworn enemies of the illithids, githyanki, githzerai and

all other psionic races bent on the destruction and enslavement of other psionicists. The Secret Network of the Blue Salamander is their sworn enemy because of its reputed mind flayer leadership.

Disciples of the Creator

It has been eons since the name of the Creator had any meaning to mortals. Immediately after the disappearance of the Creator, agents of those responsible for her demise began to destroy all records and evidence of her existence. They burned down temples, smashed shrines and desecrated altars. Priests and followers of the Creator were butchered as sacrifices to other gods. The Creator, her church, her priesthood and her followers disappeared from the face of Tellene.

A handful of priests and followers were able to escape the slaughter. Taking as many religious texts and artifacts as they could carry, the people went into hiding. Those that survived told their children and grandchildren stories of the Creator. Each generation passed on their faith to the next. Priests conducted religious ceremonies.

Today, the Disciples of the Creator are the descendants of those ancient people and their religion remains hidden. They believe that the Creator is not truly dead and will one day make her presence known again. In the interim, as their numbers grow, they work in secrecy to thwart the evil endeavors of those organizations that were responsible for the demise of the Creator. A vast community of these faithful people is said to exist somewhere within the Elos Desert.

The Golden Alliance

The Golden Alliance is the largest merchants' guild on Tellene. It is composed of rich and influential merchants who endeavor to become wealthier and more powerful through all forms of legal and illegal trade. The Alliance seeks to establish a monopoly on trade by destroying all other merchant guilds. Alliance members will charge outrageous prices to competing merchants and undercut their prices at fairs. The Alliance frequently hires brigands to raid caravans of other merchants. This practice has brought the Alliance into conflict with the Network of the Blue Salamander and has resulted in a reduction of the Alliance's influence. However, the Golden Alliance still dominates trade on the Svimohzish Isle and in Brandobia. The Alliance has its own fleet of merchant and slave ships and has agreements with many pirates.

The Golden Alliance is very active in politics and matters of state. They have placed many petty rulers in power and have influenced other officials by lining their pockets. In return, these leaders help guarantee that the Alliance will be able to freely transport and sell their wares without harassment and very light or no taxation. This includes turning a blind eye to their illegal activities. It is believed that many high-ranking parliamentary seat holders of Ahznomahn are members of the Golden Alliance.

Guardians of the Hidden Flame

This ultra-secret group of Imperial dissidents is responsible for the delivery of the Silver Dragon Coins to each reigning Kalamaran Emperor. Additionally, some historians believe that the founders of this mysterious band hid the sword Rovak Fen'doral and the Imperial trappings that disappeared when the Bakar family seized power. Secrecy among the organization is imperative, for if Emperor Kabori ever finds anyone connected with the Silver Dragon

Golden Alliance Titles

The Golden Alliance includes associate members who have no place in the hierarchy but assist in executing the Alliance's requests. These members include faithful teamsters, veteran guards, and experienced craftsmen, and are called Baubles. Above them are "independent" merchants and a select few special members, including spies, saboteurs, and specialist mercenaries such as wizards. These folk are Trinkets and have little real say in the Alliance's major operations. At the top are the Gems, who are junior decision makers (guild masters, caravan owners, fleet owners, etc.), and the Jewels, the largest and most prominent merchant house masters and the guiding force behind the Golden Alliance.

Coins he would certainly have them put to a horrible and painful death.

The name 'Guardians of the Hidden Flame' derives from the eternal fire that burns at their secret headquarters. The Guardians teach that the flame must not be extinguished until Thedorus returns to restore the Inakas Dynasty and exact his revenge upon the evil Bakar family line. Each member of the network is branded with the symbol of the flame, usually on the member's scalp where it is safely concealed beneath hair.

Although the Guardians tend the flame and observe ancient rituals, the modern teachings of this group center around the overthrow of Kabori and his tyrannical regime. Old wives' tales of Thedorus' return are more appropriate for children than warriors seeking the destruction of the most powerful man on Tellene. Their vigilance is no longer wasted on preparing for the return of a myth, but on the mobilization of the oppressed.

In the past, the Guardians concentrated their efforts on arming and training the peasants for combat. However, Kabori's harsh and swift responses to uprisings have caused them to reconsider this tactic. Their current activities involve creating an army of seasoned freedom fighters. They know that with a small strike force of experienced soldiers they can thwart some of the Emperor's plans and, if successful, they may be able to gain support among the more discontented lords.

Little else is known about the clandestine activities of the Guardians. Their lack of visibility and outward successes has caused some sages and most common folk to doubt whether they actually continue to exist at all. Nevertheless, no one can dispute that each year the Silver Dragon Coins keep coming.

Sentinels of the True Way

The Sentinels have a fear and hatred of all magic. Founded by a mixed band of Fhokki and Dejy barbarians, the Sentinels of the True Way seek to destroy magic in all forms, including magical creatures. They are not evil; they wish only to return the world to simpler times. Although their main prejudice is against sorcery of the mage variety, they are also distrustful of priests, druids, rangers, bards and paladins. The Sentinels seek to destroy magic items whenever possible. Despite this fact, some Sentinels have been known to employ such items to defend themselves against magic. Besides barbarians, this group has many halfling and dwarven members. It is very popular in the Wild Lands and in Ek'Gakel.

Vessels of Man

The Vessels of Man was founded in 536 I.R. by Merelor "Iron Hand" Kalon, a Basiran cleric and theologian who served the Speaker of the Word for 15 years. He advanced through the faith's hierarchy quickly, attaining great fame as a theologian and debater. His writings on the nature of the gods and their relationship with humans (and non-humans) became famous for their clarity and accessibility.

Then he had an epiphany.

He had always taught that the gods gained power from those who served them. As the gods waxed or waned in power, so did the clerics who served them. But no other people gained. The common folk - those who Merelor believed he championed - saw little benefit from the power of the clerics and suffered if the evil gods and clerics gained power. All too often, they suffered from conflicts between good gods as well, as the conflicts erupted into war and caused tragic death and destruction.

Merelor's next publication, The Vessel of Freedom, was a deceptively thin tome with a torch on the cover and a simple message inside: people were better off without gods. The way to remove the gods, he wrote, was to destroy the clerics who spread their worship. His excommunication and execution order were issued in his absence within a day of the book's publication.

He quickly gained a following that numbered in the thousands, although the zeal and numbers of the follows dwindled when a few dozen of them were arrested and executed without trials. A spying Imposter almost captured him, causing him to flee for his life and leaving his followers leaderless for years.

Since then, Merelor has been in hiding. When on this plane, he shrouds himself in powerful magical items that prevent magical detection and scrying. Now he values competence and loyalty over numbers, and a band of fanatics serves him better than the throngs he had in the days after the publication of the Vessel of Freedom. The society accepts only strong characters who have proven themselves both unafraid and lacking any great faith in the gods. Their strong points are the Wild Lands (where they find temporary allies among the Sentinels of the True Way) and the Young Kingdoms, although they have been discovered among Dodera, O'Par, and northern Kalamar as well.

Pirates

The ocean provides vast resources for life throughout Tellene. Sea-faring vessels are an important means of trade, travel and political maneuvering. They allow many and varied cultures to share the benefits of the sea. These benefits, however, are not without price. Sudden storms and sea monsters often make the open oceans a dangerous place. But by far the most common threat comes from the cold-blooded pirates who stalk the sea.

Piracy began with the practice of privateering. Privateering is the use of a privately owned ship, usually

commissioned during war, whose purpose is to hinder, capture or destroy enemy ships. There are countless stories of pirate raids sanctioned by one kingdom against another. These raids are done under Letters of Marque, meaning the ship's captain holds official documentation from a country authorizing the attack of ships from one or more other nations. Governments issue these letters liberally because the fee charged the requesting ship is up to 20% of its captured booty. A kingdom issuing a Letter of Marque holds a clear advantage. They need not formally declare war, as most letters are not issued publicly, and the privateers can be taxed upon entering safe harbor.

A Letter of Marque is essentially useless on the high seas; it would never absolve a privateer in the hands of the enemy. Its primary purpose is to allow a ship to dock legally and sell its spoils without fear of prosecution in a port of the sanctioning land. A friendly port also provides sanctuary for a pirate pursued by an enemy ship.

This practice eventually developed into a less formal system, although some countries still issue Letters of Marque. Now, leaders simply orally sanction the privateer to attack a specific enemy. Privateers given this authorization are known as buccaneers. Buccaneers are usually welcomed in port provided that the crew does not cause too much trouble.

Unlike privateers and buccaneers, the true pirate is a renegade. Those bold enough to brandish the name pirate ally with no country. They hunt all ships, and are similarly hunted by all nations for their crimes against humanity. Therefore, pirates frequently move around and spend money quickly. Since very few ports welcome them, they often stop at remote islands to hunt and re-supply.

Those involved in piracy do so for any of three main reasons. Many seamen are impressed into the crew of a ship and fear for their own life or the lives of their families if they resist or escape. This is often the case with skilled people whose services are valuable to the crew. Given the alternative of slavery, piracy becomes a welcome choice for these people. Other pirates are in it for the freedom. On the open sea they are free of oppressive governments and the enforced morality of some kingdoms. But the monetary gain is the most alluring. A successful pirate can retire early and live a life of luxury from the spoils of only a few raids.

The life of a pirate aboard ship is generally fair although far from comfortable. The crew elects a captain and a quartermaster. The captain then selects his officers. All matters are decided upon by vote except when battle is imminent. During battle the captain wields supreme power to command the crew. However, when the battle is over, the crew may vote to eliminate the captain if he has not served them well. The quartermaster serves to balance the power of the captain and see to the ship's supplies. She also has the important task of dividing treasure between all those with shares. Many sanctioned ships have specific signed agreements with crew members that spell out the duties of the seaman, the amount of his share and any extra compensation for losses or injuries.

Pirates always strive to gain a reputation for battle prowess and cruelty to rebellious prisoners. If a captain or ship is successful at this it becomes much easier to steal goods. A slow merchant vessel that sees the banner of an infamous pirate is likely to surrender without a fight, hoping for mercy. It is when a pirate ship raises the black flag that the victim can expect a bloody fight. Most pirates try to board vessels quickly (to avoid damage to either vessel) and fight wildly to gain the reputation of being ruthless.

There are various ports that allow or even welcome pirate trade. At these ports pirates can sell anything from slaves to the Imperial jewels. These ports are generally well defended by those pirates wishing to maintain access. One of the most famous ports is Dowond-Brandel, an evil cesspool of sin and corruption. Piracy is most prevalent in two regions of the sea, Reanaaria Bay and the Straits of Svimohzia, also known as the Windy Straits.

Pirates of Reanaaria Bay

The pirates of Reanaaria Bay are a more organized and devious group of cutthroats than pirates encountered elsewhere. A group of spies known only as the Friends of the Coin aids the pirates of Reanaaria Bay. These spies gather information about shipping in all ports and are usually in league with the local thieves' guild.

Many pirate controlled islands of Reanaaria Bay were originally discovered over three centuries ago by Captain Rogaar Blackthorn, a pirate smuggler. After landing on several of the islands for supplies, Blackthorn decided it would be useful to set up sanctuaries to rest the crew and repair his ships. In addition to fresh water, game and fruit, he found friendly natives on many of these islands who were naive about the outside world. Rogaar quickly enslaved these natives.

The Captain put the natives to work building small villages, some with wooden palisades around them. While Captain Blackthorn's career grew over the years, so did his settlements. As more and more pirates joined or were impressed into Blackthorn's fleet, he began to assign sub-captains and dole out turf rights while he relaxed and seized the spoils. His original fortifications were built of wood using slave labor but later upgraded his personal castle with stone under the guidance of a captured architect. At the age of 75, Blackthorn's successful career ended with his natural death.

His close associate, Sitaar Noogain, tried to take control of the pirate empire. Sitaar eventually began to fear competition from his fellow captains and tried to

appease them by creating a governing table of 13 captains with only the most powerful invited to sit. The Captains' Table of Thirteen, as it came to be known, proved to be a successful alliance for pirates of the region. Although Sitaar did not control the entire pirate empire, he was able to maintain control of both Blackthorn's keep and fleet for many years.

Eventually, the foulest and most feared captain of the region gained power and attained a seat at the Table. He was an evil wizard by the name of Kolaar Swiftstrike. He took total control of the Captains' Table over the smoldering body of Sitaar Noogain.

The unnaturally old Kolaar Swiftstrike still rules the islands today. Swiftstrike is responsible for the creation of the network of spies called the Friends of the Coin. The five main islands of the Captains' Table are located just off the east coast of the Obakasek Jungle. They can harbor anywhere from 20 to 100 ships, depending on the island. The islands have a population of about 3,000 pirates working on 150 ships. Each island has a walled town armed with catapults overlooking the harbor. The pirates not only raid Reanaaria Bay, but other seas as well.

Pirates of the Straits of Svimohzia

The pirates of the Straits of Svimohzia are a vicious, cold-blooded breed of scum who terrorize the sea lanes from the coasts of Brandobia to the shores of Ahznomahn and every port in-between. These pirates operate from a set of islands located off the Pel Brolenese and Whimdol Bay coast. The pirates of the Straights enjoy more natural defenses in the form of reefs and shallows than their Reanaarese brethren do. They strike great fear into merchant and navy sailors alike. The main reason for this fear is that the pirate slavers do business with Pel Brolenon, Vrandol and other slave trading countries.

The islands are well defended by ships as well as small fortresses located on the major islands. The islands boast over 100 fighting ships, but seldom are more than twenty in port at any given time. The rest of this impressive navy searches the Windy Straits and other bodies of water for prey. The current leaders of these islands are ruthless and depraved brothers named Frim and Fram Rinwar. Frim is a wizard and Fram is a cleric of the Oppressor. Currently, there are three separate factions trying to overthrow the brothers.

The organization of these pirates increased dramatically about two centuries ago, after the Battle of Zhano Cape. Up until that time there had been few organized pirate raids on Meznamishii ships and villages. Wanting to end the pirate nuisance, the King of Meznamish ordered his navy to assault the pirates. The devious King planned to use this battle to place some recently disloyal admirals in a dangerous position and then "accidentally" fire on them. When the pirates caught wind of the Meznamishii armada, they gathered their thirty ships and immediately tried to flee.

The Meznamish fleet caught the pirates just after they set sail. Faster ships surrounded the pirates and engaged them off the coast of Zhano Cape. After the overconfident King of Meznamish felt he had weakened the pirates enough, he attacked the ships commanded by his untrustworthy men. Much to the King's dismay, some 30 royal ships rallied to the aid of the suspected commanders. The remaining pirates and the now-alienated Meznamishii ships fought side by side against the King's loyal fleet. At the end of the third day, the pirates and rebellious Meznamishii ships were forced to flee the battle, leaving behind the burning remains of their armada. The Royal Meznamish fleet was equally devastated and could not pursue.

Although the Meznamish King won the battle, his cost was high: 25 ships burnt or sunk, 31 ships turned to piracy, fourteen more barely able to reach land; only 30 ships were able to make port. The pirates survived with only thirteen ships able to make it to the nearest island. From that time forward the area pirates have banded together for mutual protection. Many sea battles have occurred over the years, but none on as grand a scale as the Battle of Zhano Cape.

Chapter 9
Major Languages

Human languages were first spoken by the six races: Brandobians, Dejy, Fhokki, Kalamarans, Reanaarians and Svimohz. Each of these races developed their language independently of one another. Through the many years of conflict, foreign occupation and interaction with each other and the various non-humans, countless different dialects have evolved. In the Young Kingdoms, for example, Brandobian, Kalamaran, and Dejy have merged to create new languages that are conglomerations of all three.

Brandobian

The Brandobian language favors the use of consonant combinations. This provides for a nasal sounding tone. The ancient form had very few vowels and was difficult to speak for non-natives. The early influence of the elves modified the Brandobian language to include more vowels. This made the language easier for elves to master. Most Brandobians believe that their ancestors simplified the language for the less articulate elves. The result of the amalgamation is a language that flows beautifully in both conversation and writing. All Brandobians now speak the modern language; the ancient tongue is retained by a limited number of Cosdolite sages.

Plurality is indicated by the suffix -on. Gender is assumed to be masculine, unless the suffix -el is used, in which case it is feminine. The suffix -a is used to denote possessiveness. Adjectives usually begin with the letter e. Within a sentence, the subject comes first, followed by any adjectives modifying the subject, and then the verb. The Brandobian alphabet contains the following letters: A, B, C, D, E, F, G, H, I, L, LD, LN, M, N, ND, O, P, R, S, T, U, V, VL, VR, W, Y and Z. From the influence of Brandobia's many colonies, Brandobian has numerous dialects and variations. These "bastardizations," as many Eldorans refer to them, are spoken only within a colony. The pure form of Brandobian remains unaffected within the three Brandobian kingdoms.

The naming convention for towns and cities is as follows: villages and towns are usually two syllables and end with the suffixes -den and -ven respectively; cities are typically three syllables and end with the suffix -olen, meaning city. Again, accents and transmuted spellings are commonplace away from Eldor and Mendarn.

Brandobian personal names are thick with consonants and bold by human standards, although they are not as striking as hobgoblin or dwarven names. Surnames are common only among nobility and freemen. Brandobians speak the family name first, although most scribes follow the Kalamaran custom of listing the personal name first.

Brandobians use nicknames or diminutives for family members and close friends, but they address strangers by their full name and expect the same in return. Those people who have noble, religious, or government titles use them in front of their name and consider it an insult for a stranger to forget it.

Brandobian Name Elements

Bran	vril	ben	guld	dril
col	bles	dar	bren	bro
dor	deb	lel	crin	plon
min	dol	sel	cren	olm
drel	brov	ran	stro	blon
nor	tron	mel	cor	vled
el	for	len	dan	

Brandobian Personal Surnames

Blondol	Folnester	Rondstern
Brendril	Fortron	Stron
Brodoran	Galborn	Thronel
Celdon	Guldselan	Torist
Colbrandar	Ingamin	Velsin
Colmen	Lelten	Viliter
Corvled	Melran	Vleldin
Dolcrindel	Minel	Volven
Dorbren	Norcrensel	
Dorguld	Olmcrelnel	
Edarn	Rancren	

Brandobian Personal Names, Male

Altamir	Granden	Senden
Brendol	Gruthal	Sevlen
Coldon	Ichil	Transen
Celenon	Ilthan	Valesin
Crend	Lonvlen	Voldomar
Defrin	Malvus	Vrasten
Estand	Munvaln	Vrindon
Fortind	Nandten	
Glandal	Nurband	

Brandobian Personal Names, Female

Avil	Gulda	Ranselita
Blesden	Lelten	Sabeleen
Brava	Mindoleen	Selguld
Brennor	Mindrel	Strolema
Cosolel	Mindril	Vurethel
Dandrel	Norlel	Wencrel
Elbren	Norvita	Yulan
Elvled	Olita	
Evle	Pandred	

Dejy

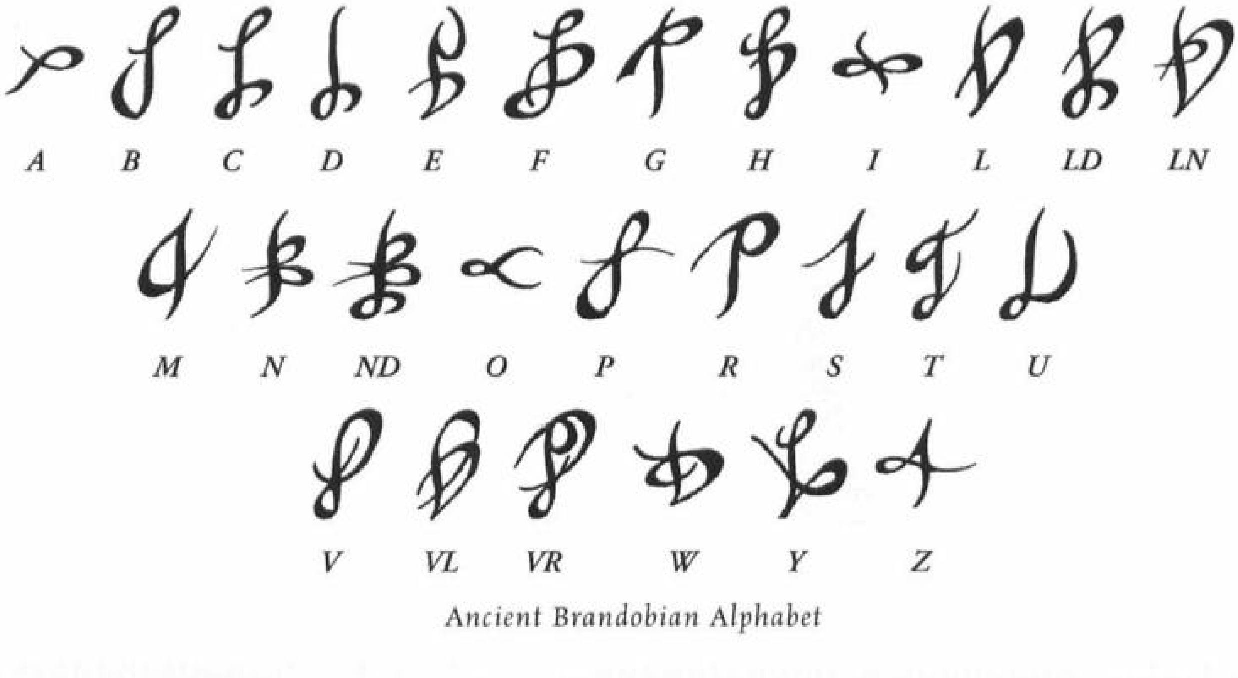
The Dejy language has many dialects and variations. Each Dejy tribe speaks a different version; therefore, no one Dejy tongue truly exists. Dejy also lacks a written form. Dejy tribes pass down their culture with a great oral tradition. The only Dejy writings are drawings on animal hides or in caves. Many scholars debate whether ancient Dejy civilizations ever had a written form of communication.

The most common Dejy letters are A, B, C, CH, D, E, F, G, H, I, J, K, N, O, R, S, SH, T, TH, V and Y. Sentence structure generally follows a noun-verb pattern. Dejy has no stand-alone pronouns, adverbs or prepositions; they all take the form of prefixes.

Dejy place great importance on names. Many northern tribes do not even name children until the child's first birthday, when they have a naming ceremony with the entire family present. When possible, a tribal cleric bestows the name after consulting with the gods first. These Dejy believe that when they give the child a name, a spirit with a matching name begins to guide that child. Using a bad name brings a wicked name spirit, and a good name brings a helpful, benevolent spirit that will guide the person through a long and prosperous life.

The sound of a good name varies from tribe to tribe. Most tribes use only one name, but a few use surnames as well. The Dejy also look to their own tongues for names rather than other languages, which they usually find bring evil name spirits.

Dejy might also change their name, if they feel that



Ancient Brandobian Alphabet

they have dishonored their name spirit, or if they feel that they have changed their personality so that their name spirit is not a good match for them anymore. A major alignment change, a horrible trauma (like being killed and *raised*), or a great loss might incur such a change.

Dejy Name Elements

yen	esh	then	ko	yer
shy	jyk	dar	kako	nad
gyr	rosh	arek	cho	nyr
jen	jor	ada	ash	ny

Dejy Personal Names, Male

Bajyr	Khodri	Shathy
Chojen	Kotesh	Shiseth
Gyrjen	Nyrash	Shyja
Janesh	Rijani	Shynath
Jaresh	Roshnyr	Thakyr
Jish	Saryf	Thekevi
Jorjen	Shanko	

Dejy Personal Names, Female

Adagyr	Freesha	Slajen
Ashny	Jynko	Thena
Chada	Koshy	Vashel
Cheshy	Koyen	Yendo
Daresh	Kylsha	Yerjen
Dolshy	Rosharek	Yuji
Enshy	Shary	

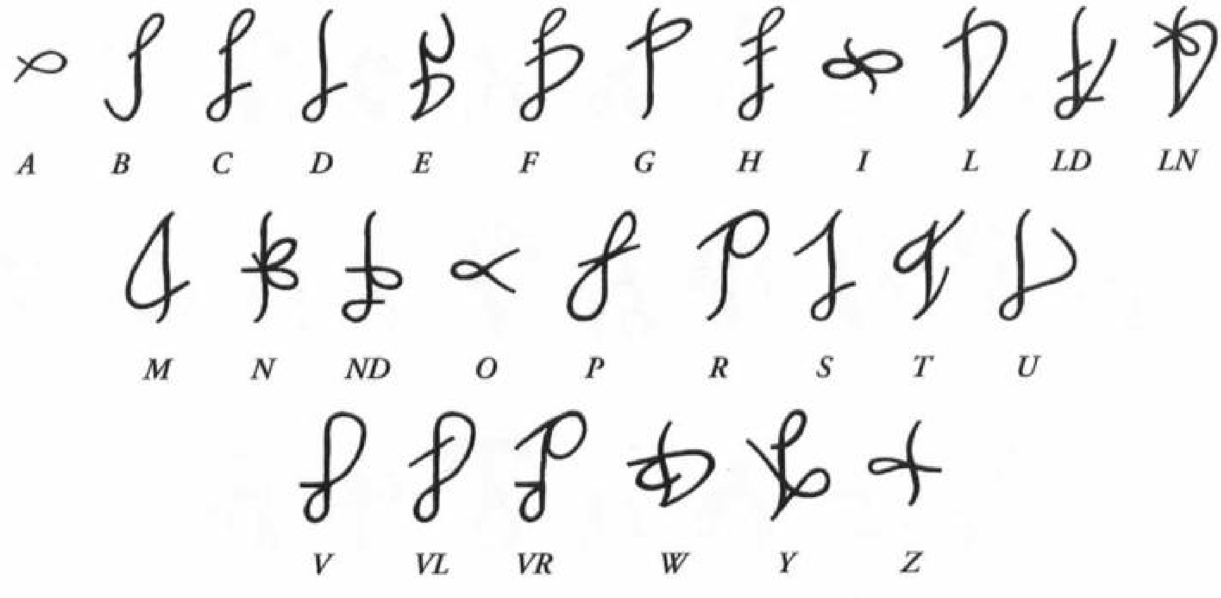
Fhokki

With only minimal Dejy influence, the modern Fhokki language has changed little from the Fhokki spoken by the tribes that first migrated across the Wild Lands. The use of hard consonant sounds in double and even triple letter combinations characterize the language. There are many dialects and accents of Fhokki spoken by the various tribes, but unlike Dejy, the Fhokki language remains consistent throughout.

Written Fhokki has changed even less than the spoken language. The language uses the letters A, B, D, E, F, G, GG, H, I, J, K, KK, L, M, N, O, R, RR, S, T, TT, U, V, W, and Y. The greatest change has been in the use of parchment and quill. Only within the last century or so have the Fhokki scribed their history. The migratory tribes of Fhokki thought carrying a history written on wood or stone tablets would be too burdensome so they made their

Fhokki Name Elements

Shrok	jhek	dhadd	ken	thok
ny	nor	dak	khol	fon
tak	vry	fal	ran	tan
hy	tyk	thy	oth	ry
stok	kyn	ayl	rav	ror
kov	dha	nat	ayd	kor
kar	nad	tharr	rakk	narr
arkk	vorr	ker	norr	dar
gorr	hor	therr	gok	takk
vokk	harra	trakk		



Modern Brandobian Alphabet

recordings on trees and in caves, typically with the blood of the hunt. Only when the tribes settled down and erected permanent structures did Fhokki scribes and tribal elders begin recording their history in a more permanent manner. Today, almost every Fhokki town has a library containing volumes of ancient Fhokki history and tribal traditions.

Fhokki disdain the use of surnames. They feel that a good name can describe a person well enough by itself. For this reason, they also prefer to use a unique name for each person, since each person is unique. Families retain some element in their names (such as Edok, Edorrad, and Ederan) because family members are related and their names should also be related. It also helps others keep track of who belongs to who.

Fhokki Personal Names, Male

Arturr	Hreathwrot	Thalnawr
Dvorn	Hurrkal	Thelvan
Elmin	Lokkur	Thurvan
Froljar	Mantak	Viljar
Gortha	Ragil	Vosted
Gurthay	Rastur	
Hostud	Rythok	

Fhokki Personal Names, Female

Defyn	Otha	Thanarkka
Dythrok	Rortakk	Thelka
Enga	Rothla	Thilla
Fontharra	Ryndar	Thrayd
Gulli	Shrokker	Unula
Gytha	Sorykka	Vrykor
Halvena	Tankarra	

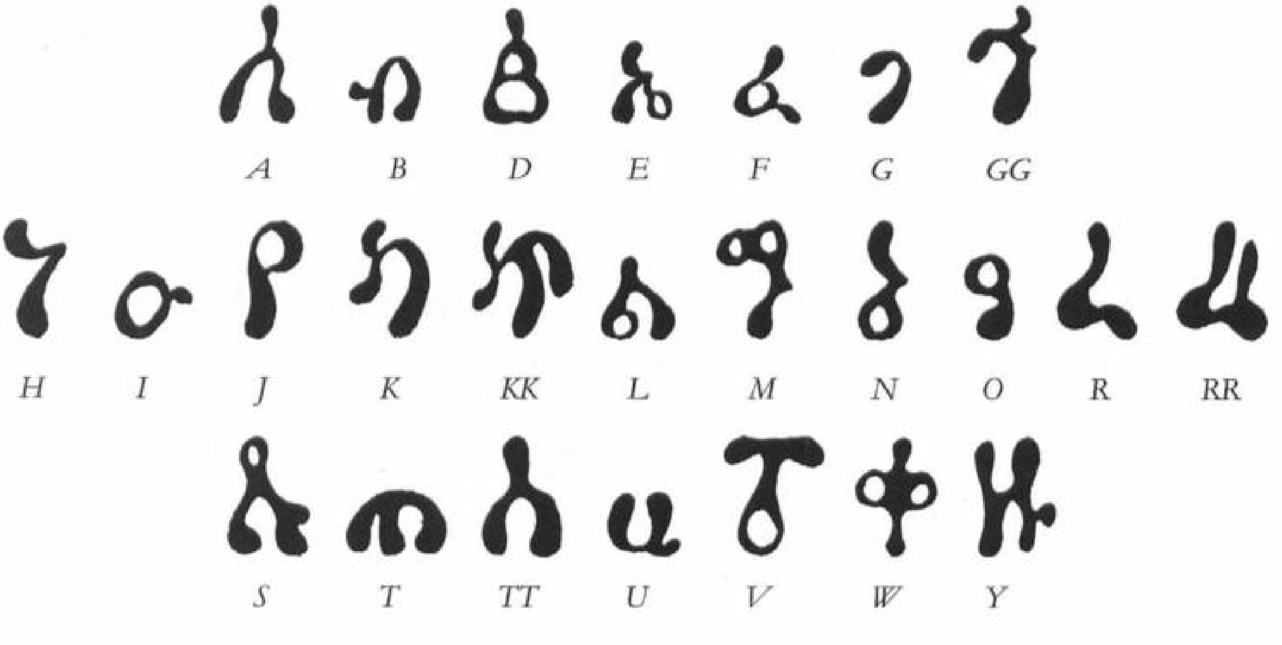
Kalamaran

The Kalamaran language can be separated into Ancient and Modern Kalamaran. Ancient Kalamaran is the language of the past: Rulakan, Fulakar and Lelana all spoke this language. Now, only a handful of sages who study the ancient tomes and historical works written in Ancient Kalamaran speak or read it. Modern Kalamaran is really two distinct, but similar languages: High and Low Kalamaran. Only the Kalamaran nobility use High Kalamaran; the rest of the populace speaks Low Kalamaran.

After centuries of foreign conquest and domination, Kalamaran has been influenced greatly by Dejy, Brandobian, Fhokki and non-human languages. Thus, there are countless dialects of Low Kalamaran spoken throughout the Empire and the Young Kingdoms. It is unlikely that an artisan in southern Kalamar would be able to understand an O'Paran laborer. The exact dialect spoken depends directly upon who settled the area before the Kalamaran conquest. For example, in Paru'Bor, O'Par and Dodera the people speak dialects of Kalamaran that have Dejy and Fhokki influence, but in Korak and Ek'Kasel there is a distinct Brandobian and even Hobgoblin influence.

Kalamaran uses the letters A, B, D, E, F, G, H, I, K, Ka-, L, M, N, O, P, R, S, T, TH, U, V and W. B, G, K, L, P, R, S and T are the consonants used most frequently. Vowel and consonant sounds are never found in pairs; consonants not separated by a vowel (and vice versa) are always separated by an apostrophe, which indicates a delay when spoken, e.g., P'Bapar (puh-bah-par), Ka'Asa (kah-ahh-suh).

In Kalamaran, the emphasis is on action. For this



Fhokki Alphabet

reason, verbs precede nouns, and adjectives and adverbs always follow the words they are describing. Verbs are short, typically one or two syllables, and nouns and adjectives are longer. Articles are usually only one or two letters long. Possessiveness is indicated by the prefix ka-; gender is defined by the suffix -i, -e or -u for male, female and neutral, respectively. Plurality is indicated by the suffix -l or -al. Mixed groups of males and females are always given feminine gender. The naming convention for towns and cities is as follows: villages and towns end with the suffixes -idu and -ido; cities end with the suffix -eta, and capital cities are preceded by the word Bet.

Noble Kalamarans always use two names. Freemen have picked up the custom as well, with two names being more prevalent in thickly populated areas. Serfs and rural Kalamarans need only one name, and they are unlikely to adopt surnames in the near future.

The nobles surnames identify their family, which name, in turn, identifies their fief (the house of Eramis rules the Duchy of Eramis, for example), their castle, and the founder of the family. When a fief bears a different name than the ruler, it is sure evidence that the fief has changed hands since its original grant by the Emperor. Freefolk will most often take a name related to their occupation, but they might alternatively take a name related to their home village or a noble under whom they work. Repetition of names is not uncommon, and similar names are very common. The Kalamarans favor naming children after famous heroes and the same name often reappears in large families several times.

Kalamaran Name Elements

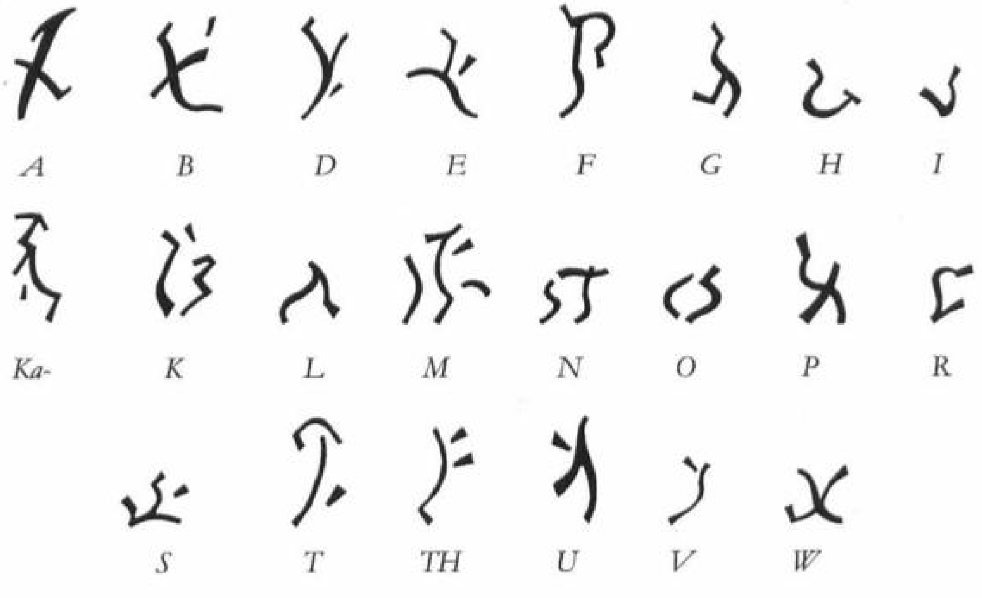
Fa	la	ma	na	ri	bi
kar	fu	ru	ta	da	fo
lu ri	ni	no	fa	rog	ga
pe	ki	di	ra	sip	gel
P'	ba	par	le	se	ri
li	lo	mel	tak	ba	pi
vik	dil	B'	ba	vi	go
rel	las	sar	nar	ka	rin

Kalamaran Surnames

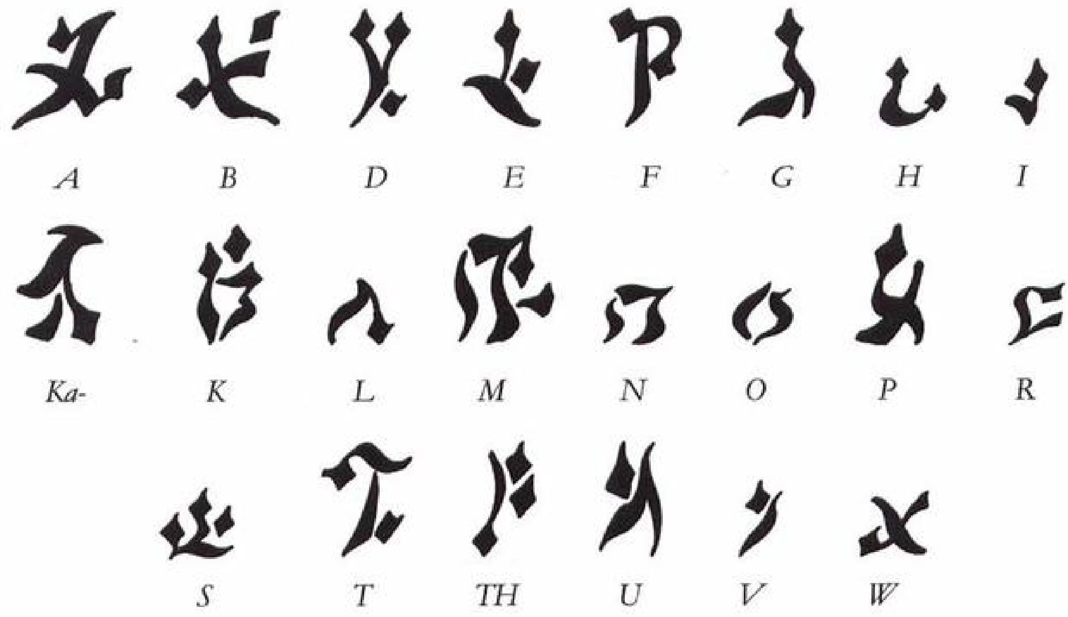
B'Peratak	Heran	Ragosip
Balemo	Ku'Ato	Remel
Darisek	Kuwaki	Remosa
Dilomas	Lesepar	Saketi
Esamil	Mokira	Sepiter
Falama	P'Folosip	Setiran
Fapeki	P'Mare	Vitisar
Gomanas	Pateris	
Hap'nam	Ragarela	

Kalamaran Personal Names, Male

Balamir	Hul'Mar	Puramal
Balan	Lakaran	Resemer
Fanam	Malaran	Saterus
Feledar	Minon	Satira
Feranis	Morisato	Selemar
Folikar	Nelata	Sulat
Fonamar	P'Ligel	Vanamir
Haraman	Parama	
Hovaran	Pilamel	



Modern Kalamaran Alphabet



Ancient Kalamaran Alphabet

Kalamaran Personal Names, Female

Asa	Goranu	Lamasaru
Benali	Helena	Lisanara
Dela	Hilu'A	Mepate
Dorata	Ilubek	Nelata
Famaril	Inala	Pakara
Fanam	Kaperele	Takane
Felana	Ki'Isa	Tomare
Fitolima	Kibika	
Gimane	Korasela	

Reanaarese

Only a very few native Reanaarians speak true Reanaarese. The people who settled along the western shores of Reanaaria Bay developed it. Through trade and interaction with other races, Reanaarese has lost much of its original character. Most residents of Reanaaria Bay's city-states now speak Merchant's Tongue as a primary language.

The use of double and even triple vowel combinations characterizes Reanaarese. Nouns are generally two syllables long, but three syllable words are not uncommon. Verbs are longer, typically three to four syllables. A speaker pronounces verbs more slowly than any other form of speech. Nouns are spoken louder, to set them off from the rest of the words in a sentence. Adjectives and adverbs are usually only one syllable long. The suffix -asoo indicates male gender, -amoo, female and -uxoo, neutral.

Reanaarese uses A, AA, B, C, D, E, EA, F, G, H, I, II, K, L, M, N, O, OA, OO, P, R, S, T, U, V, W, X and Z. The language varies from city to city, due to the many dialects and accents. Reanaarese is plain and simple, with brevity and bluntness being common.

Reanaarians tend to use only personal names. Their language and names take elements from Kalamaran, Fhokki, Dejy, and the gamut of demihuman languages. Regardless of the source, their names often have double letters and have more vowels than other tongues (far more than the jaw-breaking ancient Brandobian). Reanaarians are fond of nicknames, and they freely abbreviate, modify, or add to their names.

Few Reanaarians use surnames. A few of the nobility use a family name, and some commoners have picked up the habit to appear cosmopolitan, but most Reanaarians ignore such nonsense. If a Reanaarian knows two people by the same name, he identifies the one he's talking about by career or race, such as "Gazee the halfling," or "Feaveu the carpenter."

Reanaarese Name Elements

daar	kaer	noa	zee	lai	xoo
laar	bea	fea	lain	rou	gaa
le	xa	rum	roe	naa	goo
taal	geo	nea	lau	Nae	boe
mae	mo	sia	foor	nai	vao
bou	ri	mia	lee	zaar	nar
saa	ree	nee	tuir	oow	wiu
aaw	bi	mau	voo	pea	roo
sor	za	xea	va	raiz	fau
ceo	tao	huu	naav	ria	kei
roa	toov	see	noor	vuu	

Reanaarese Surnames

Feasiari	Lorot	Seetoov
Feaveu	Nae	Sumorna
Foormau	Naizix	Tarealeon
Gazee	Nartuir	Vaotal
Huuraew	Peer	Vuria
Laaria	Reemae	Xookaer
Leenoorva	Rooxea	

Reanaarese Personal Names, Male

Boelain	Liamar	Sortureer
Bouzaar	Neila	Sutilla
Dealaan	Norgren	Taofoor
Emearer	Peasor	Vaxea
Geolain	Raizix	Vuuawa
Haar	Reenea	Wiuxiu
Lenaiz	Reollain	

Reanaarese Personal Names, Female

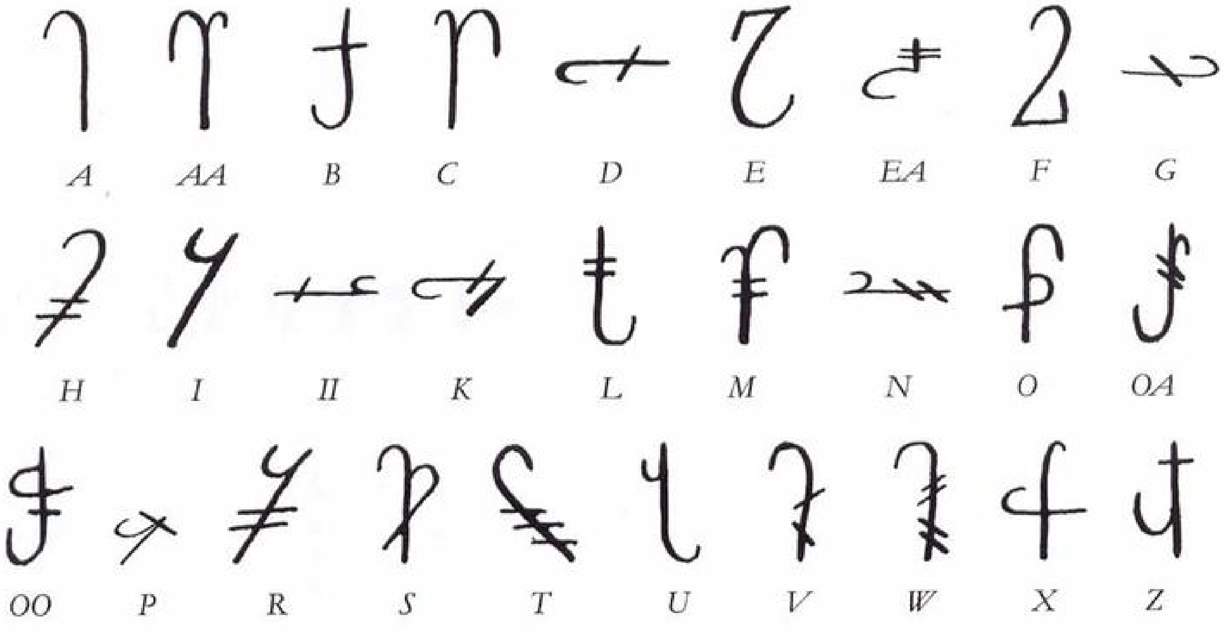
Alixoor	Leugoo	Teelia
Boebea	Lewao	Vandakeer
Ceopeari	Miana	Vaolai
Daarlau	Naavabi	Veuza
Gaafoor	Naavazoor	Vuubou
Huurum	Neavazaar	Ziliana
Keilaaw	Rianoo	

Svimohzish

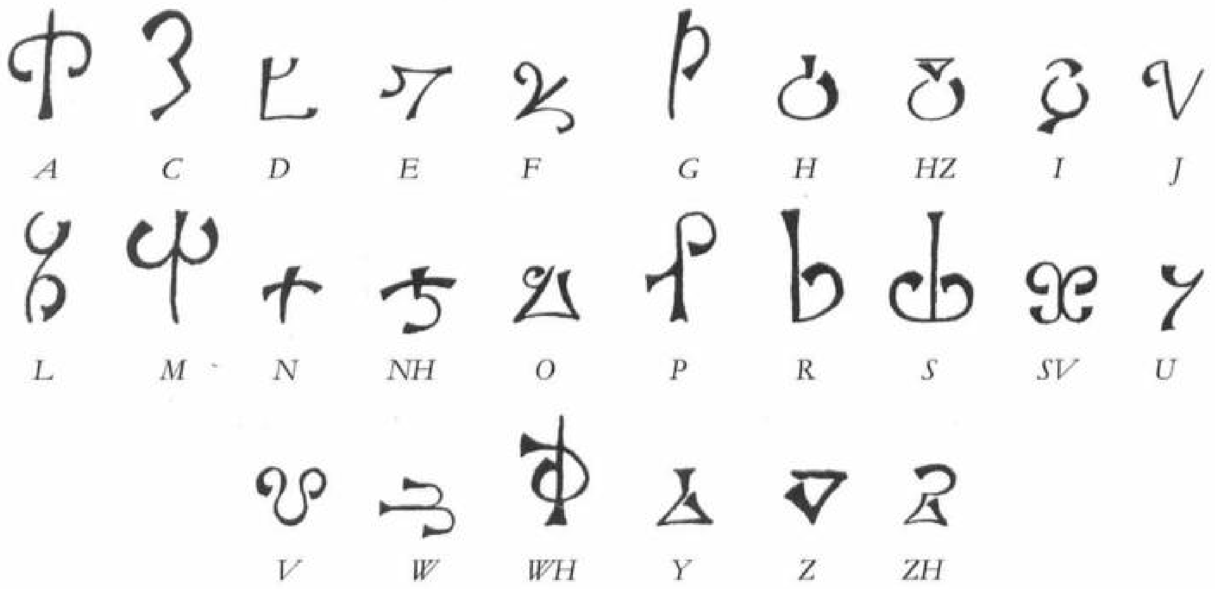
The Svimohzish language is widely thought of as the oldest of the original six human languages of Tellene, although some sages debate that Dejy pre-dates Svimohzish. Tribes of farmers and fishermen along the northern coast of the Svimohzish Isle first developed Svimohzish. It is characterized by soft consonant sounds spoken in a nasal tone or with a soft release of breath. Many of the words are three syllables or more in length and double consonants are used frequently; double vowels found in Svimohzish are used only as suffixes.

Grammar is simple yet effective. Sentences typically begin with a noun or pronoun, followed by the verb; many sentence structures are possible, though. Masculinity and femininity are shown by the articles -ozh and -esh, respectively, which are placed after the noun. Adjectives and adverbs take the form of prefixes attached to the words they modify. The Svimohzish language uses the following letters: A, C, D, E, F, G, H, HZ, I, J, L, M, N, NH, O, P, R, S, SV, U, V, W, WH, Y, Z and ZH.

Svimohz take two names, sometimes three. The first name is a personal name usually created to sound nice, dignified, or strong. Svimohz place great importance on the actual sound of the name and village 'name readers' are common fortune tellers in rural areas. The last name comes from a parent; whether the father or mother depends on the culture. In some parts of Zazani, girls take their last name from their father and boys take theirs from their mother's



Reanaarian Alphabet



Svimohzish Alphabet

last name. Unless one knows the local cultures well, it is easy to make a mistaken assumption about a person's family based on her name.

Wizards are a special case in Svimohzia. When a person becomes a wizard, he takes a single name only and drops any family name. The most modest wizards keep their given name, but others give themselves new names, taken from arcane words of power.

Svimohzish Name Elements

When	hesh	shom	vam	shoz
svish	ozh	shan	vim	whom
nesh	eh	hez	vozh	sha
na	no	sho	niz	mehn
sa	noh	shim	nohz	vish
min	mi	shap	rozh	zor
sho	sham	nan	moh	rah
vam	vem	gohl	nim	mo
van	sow	svow	mozh	zar
na	mona	zhan	mash	zha
mohn	maz			

Svimohzish Family Names

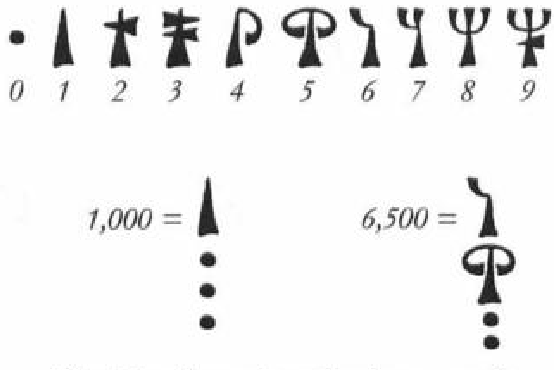
Arhomven	Mizani	Vlan
Aziri	Mozaresh	Whenonesh
Damozh	Neshnamohn	Yahul
Eshovim	Ohmdalz	Zalden
Ghanim	Shenshal	Zhamish
Izahn	Svowmizh	Zhasorozh
Mezahn	Vezdor	

Svimohzish Personal Names, Male

Amar	Miznamvho	Shazahn
Anarvis	Mizovohr	Suvar
Ansven	Movazh	Svemahni
Azhanimahr	Onsar	Wherahzni
Hilanozh	Razhan	Zhulurahn
Izvan	Roshanaz	Zohshanam
Mesvanish	Selevahn	

Svimohzish Personal Names, Female

Anasvish	Menahvna	Sharresh
Daresvim	Minona	Sisi
Ehnosham	Morashez	Vanazha
Emeni	Movamo	Zeminah
Hava	Nomishim	Zhashosa
Lashasvow	Sanano	Zoravam
Leshan	Savano	



The Merchant Standard numerals (Ahznomahni)

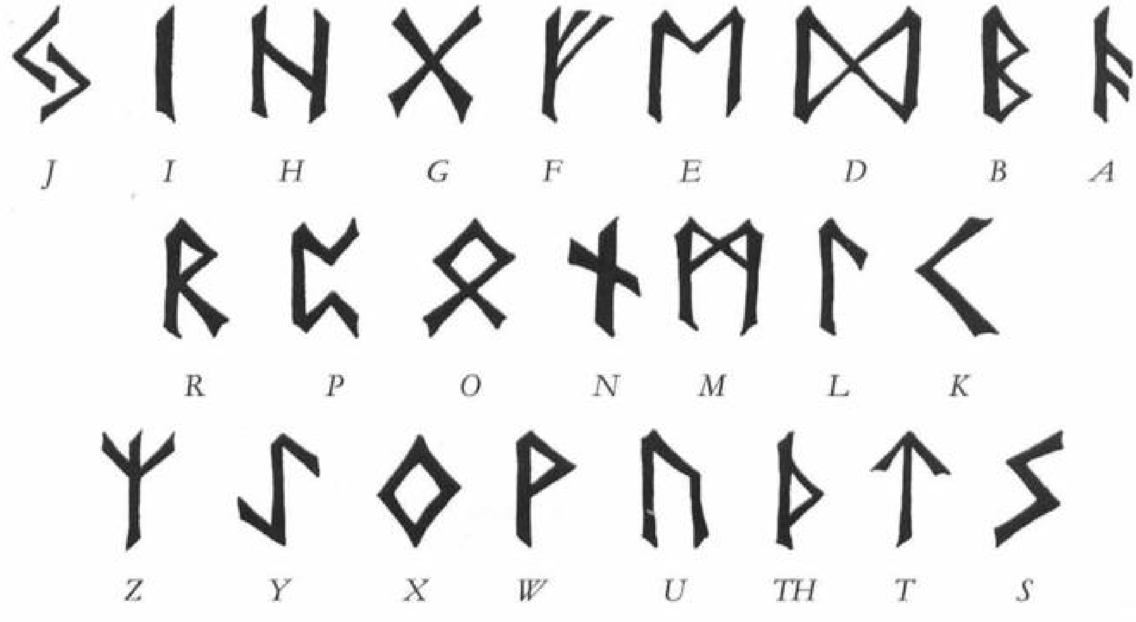
Dwarven

The Dwarven spoken today has changed little from the ancient dwarven language that originated eons before the advent of humans on Tellene. Dwarven vocabulary is comprised of short words with specific meanings; there is little ambiguity. Many dwarven words are under three syllables long, and most words are only two syllables. Double consonants are used infrequently, and double vowels are used sparingly.

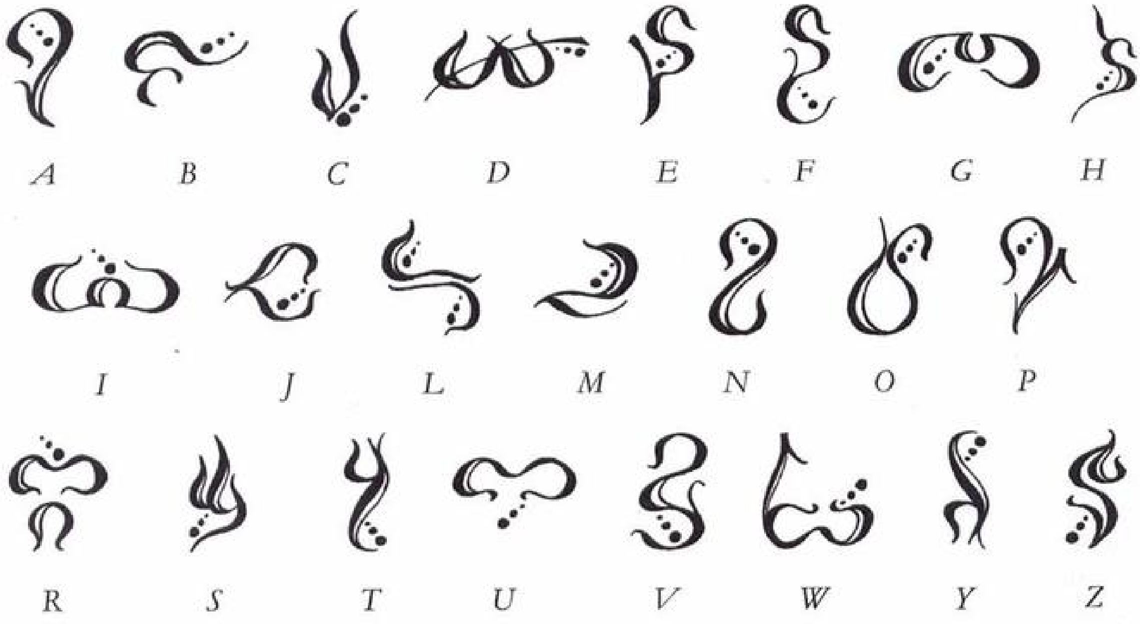
Both written and oral Dwarven revolve around the use of verbs. When conjugated, all verbs end in a vowel, with the stress usually being placed on that last vowel. The vowel used will indicate the subject of the verb. For example, the dwarven word for "to run" is dorom. An 'i' on the end (doromi) means "She (or it, female) runs;" an "o" (doromo) means "He (or it, male) runs;" an "e" (dorome) reflects first person (I run). Plurality (they, male and female, and we) is reflected in the length of time the final vowel sound is held. For example, an "o" held for longer than three seconds would indicate a large number of people or items (they); an "e" held for a full second would indicate two or three people (we). Plurality in the written language is expressed by a series of backslashes (\) after the vowel. The number of backslashes also indicates the length of time the final vowel is to be held. The dwarven language uses the following letters: A, B, D, E, F, G, H, I, J, K, L, M, N, O, P, R, S, T, TH, U, W, X, Y and Z. Dwarven is written from right to left or up to down. Even though dwarven writers know how to use ink, they chiseled dwarven characters for centuries, and still scribe often in stone. A right-handed scribe needs to chisel the letters from right to left, thus the language is written in that fashion.

Dwarves are clannish and reluctant to break a family tradition by brazenly claiming to start their own dynasty. Therefore, they have retained only a handful of family names for centuries. Dwarves typically name their children after deceased relatives. The full name of a dwarf includes his entire bloodline and is very sacred. Thus, dwarves reveal their full name only to a trusted few, if anyone, and to a non-dwarf in only extremely rare circumstances. Dwarves mingling among other races will typically choose first and last names based either on a personal trait, a stone, a metal, an element or an occupation. These names might be in Dwarven, but more often dwarves will choose names in Merchant's Tongue or the local human language. Examples include Bromide, Ironheart, Steelhead, Silverbeard the Axe, Borli the Smith, Plumb, Cesium Stonecraft and Ferrous.

Dwarven Surnames		
Angklim	Gunterm	Tukurz
Damvalk	Kerak	Zarduk
Gramdal	Talek	



Dwarvish Alphabet



Common Elven Alphabet

Dwarven Personal Names, Male

Adurmak	Forbarek	Lomburd
Blim	Fulkaft	Rurik
Borli	Golzumak	Trezek
Durmak	Kazuk	Ulgrum
Fargad	Kelterak	Urgaz

Dwarven Personal Names, Female

Ada	Gomore	Mieka
Adel	Imelka	Zarakil
Dagmar	Kelarr	Zomed
Edda	Klass	
Femek	Kormeta	
Ganila	Kuoro	

Elven

The elven language is the most complex language on Tellene. Spoken Elven is divided into two classifications: High and Low (or Common) Elven. Only a full-blooded elf will be fluent in High Elven as no elf would ever teach a mortal the sacred language of his ancestors. Low Elven is a language of trade and commerce that elves taught other races in order to conduct business. Non-elf player characters and NPCs that speak Elven will only know some variety of Low Elven.

Elven grammar centers on the subject. The gender of the subject and its plurality are reflected in almost every word of a sentence. Elven uses many vowels, in fact, most elven words contain at least three vowels. Elven words frequently contain double and even triple vowel combinations. The average elven word is three syllables long, and that is before any gender or plurality is added! High Elven is so intricate that it takes the average elf 50 years of studying to master it. Both High and Low Elven use the following vowel and consonant sounds: A, B, C, D, E, F, G, H, I, J, L, M, N, O, P, R, S, T, U, V, W, Y and Z.

The need for written history is minimal. Elven history dates back to the beginning of time, and their written history would fill millions of volumes. With most elves living for more than 500 years, elven history is passed on through various dances and plays that are acted out during the many elven festivals and holidays. Some people even contend that elves can communicate solely through the use of musical notes and tones!

The written language that does exist is very complex. Low Elven uses runes that were first drawn long ago, before the appearance of humans on Tellene. High Elven is so complicated that only a very gifted few ever learn to write it. The words of the elven language are actually detailed drawings and sketches. The written language is so ornate that it takes even a skilled elven scribe 3-4 hours to draw one character! It is rumored that written Elven contains magical power; some magical spells are written in High Elven.

When dealing with non-elves, elven family names are usually translated to Low Elven. Some go so far as to reduce their name to the graceless Merchant's Tongue. High elves

that do so sometimes have names like Whitehelm, Highspear, and Lightfoot, while wood elves use arboreal or rural-sounding names, like Woodhall, Oaklimb, and Greentree. The names of wild elves might refer to an animal or geographical feature such as Foxtail or Riverrunner. Gray elves prefer to use their native names, since they are less concerned with making pronunciation easier for the "lesser races," but they will go so far as to use Low Elven translations. If the humans cannot pronounce Veirseleak, it simply further demonstrates their barbarism and lack of culture.

Elven Personal Names, Male		
Amator	Hurell	Sincarel
Artesidet	Jumar	Telarai
Bare	Mellitee	Torasceine
Cyrn	Selemar	Werlen
Hulirad	Shifan	Wevelin

Elven Personal Names, Female		
Ameris	Hanasila	Setita
Asaivelia	Jelena	Tessevi
Celmereian	Jeserel	Tultetika
Colinaseti	Laraneia	Wylee
Culessa	Mehelet	Zowale

Gnomish Names

Gnomes are less likely than elves and halflings to translate their surnames into human words or to adopt human surnames. Still, the practice is not too rare, and gnomish communities among larger human settlements generally use both methods, so a Faerbast Galborn might live next door to a Hreslin Whitewright. Merchant's Tongue names tend to reflect crafts, metals, or tools. Gnomes rely on the dwarven characters for their written word.

Gnomish Surnames		
Bagazi	Gozer	Tesafel
Chivralpa	Herit	Zarayt
Dalfort	Nitanni	
Galborn	Piulman	

Gnomish Personal Names, Male		
Banarak	Gultemp	Romari
Faerbast	Herjrast	Sil
Fulmor	Hreslin	
Gruthal	Restam	

Gnomish Personal Names, Female		
Cainfreda	Meileen	Semaneo
Habamel	Merabal	Vulansa
Jandy	Raxeen	
Lulla	Salipa	

Halfling Names

Halfling names are customarily thick and full of consonants. Association with gnomes, humans, and other races has softened their tongue somewhat, and their modern names are easier on human ears than the rest of their language. The closest human tongue might be Fhokki or certain (dead) Dejy dialects.

Nicknames are extremely popular with halflings, and it might be difficult for a stranger to track down a halfling with no more information than his name because any given halfling might be known by a dozen different nicknames among his friends, family, neighbors, lord or vassal, fellow worshippers, etc. Halfling communities rely on Merchant's Tongue or the local human language to write their text.

Halfling Surnames		
Altean	Murmalal	Sapran
Bojardi	Padravan	Takhti
Kapran	Ramin	
Maleki	Sadek	

Halfling Personal Names, Male		
Babaktar	Guvrokam	Theartan
Borin	Kavleta	Zandi
Furum	Nolan	
Gonflen	Nurdan	

Halfling Personal Names, Female		
Arenou	Noolau	Tajela
Bousrah	Sahar	Virda
Catrakkan	Sarshar	
Mari	Sejeyla	

Hobgoblin

The mechanics of the hobgoblin language are fairly simple. There are no articles and most verbs follow a basic pattern of conjugation which shows plurality. There is only one gender in Hobgoblin, as everything is considered masculine. The hobgoblin language does have a very large vocabulary, though. There are over 50,000 documented

hobgoblin words; with 23 words alone meaning "honor".

Hobgoblin society is quite structured. They live in a very definitive caste system. The language operates in much the same way. Societal stature is evidenced by the words a hobgoblin uses to communicate. Royalty will often have to be translated for commoners—and vice versa. A slave is allowed only to speak to other slaves. When in the presence of a socially superior hobgoblin, one is expected to wait until spoken to before speaking. The penalty for "speaking out of caste" is the removal of the offender's tongue.

There is a language that all hobgoblins speak: that of the military. Upon reaching maturity, every hobgoblin is taught the language of the military. This language primarily contains commands, strategy, and common names for military hardware.

The hobgoblin language uses the following letters: A, B, D, E, F, G, GG, H, I, J, K, KK, L, M, N, O, P, R, RR, S, T, TT, U, V, W and Z. Double consonants and hard consonant sounds are characteristic of the hobgoblin language. Written Hobgoblin is not difficult to learn, and most hobgoblins are taught to read and write a simplified Hobgoblin during their mandatory service in the military. Hobgoblin is written right to left and their text bears similarities to Dwarven. Most non-hobgoblin scholars agree that hobgoblins adopted Dwarven at some point in the distant past.

Hobgoblin names are all their own. The only sign of it anywhere is in the Young Kingdoms, where certain place names are obvious Kalamaran derivatives of Kargi names. Korak (Kurghak), Ek'Kasel (Ekhazel), and the Lido (Lidou) Bog were all originally part of the extensive kingdom of Kruk-Ma-Kali. Kargi and Krangi are obviously closely related and use the same character set. They have diverged greatly in spoken word from whatever past origin they shared. Consequently, Kargi and Krangi are distinct languages and speakers of each cannot communicate with the other without translation.

Hobgoblin Name Elements

Graz	lak	bek	thal	arz
mak	gazh	thrak	tak	gul
kel	mek	daz	ul	sil
ghaz	kagh	gurk	kro	ka
li	ma	brog	tu	naz
guk	rand	rag		

Hobgoblin Surnames

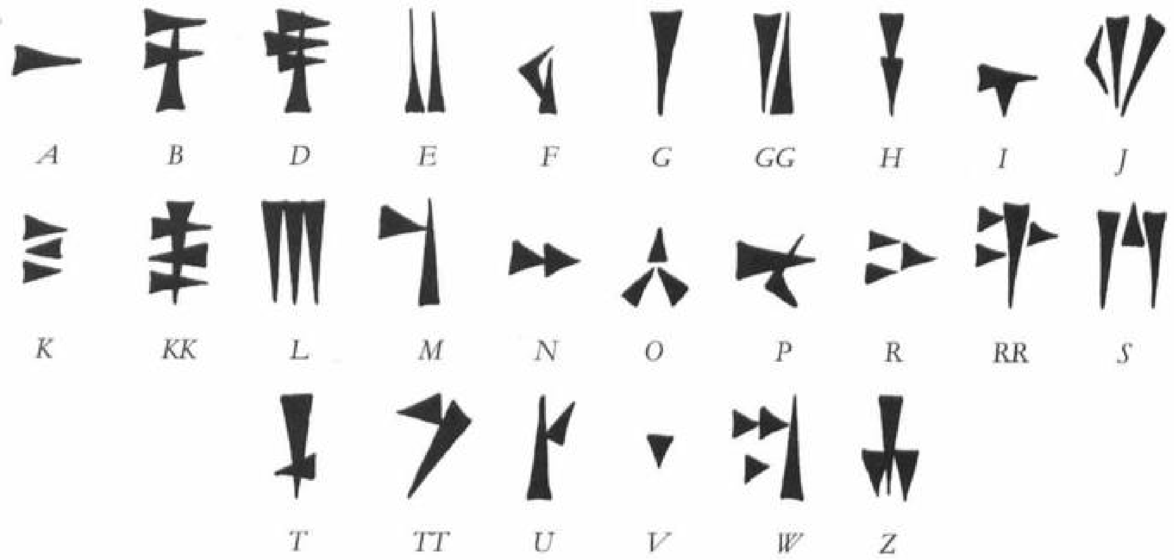
Akdrenned	Hazar	Malzurek
Diaddun	Kolredden	Stirnog
Gabrazel	Krolovik	Terenkol
Grond	Kubannik	Thulhak
Haadrik	Kurgar	Vakhtan

Hobgoblin Personal Names, Male

Azzak	Herkuul	Patukhar
Dolmak	Kargran	Raitagh
Ganakh	Kelghaz	Shagraz
Gornatt	Kelrand	Thaltak
Graz-Naz	Kinshag	Thanagazh
Grezat	Koron	Tuvagh
Gulak	Kurgaz	

Hobgoblin Personal Names, Female

Akagh	Kaghaz	Nagraz
Brogarz	Kanaraz	Randarz
Brogatu	Kathal	Silkathal
Dazulka	Krokamel	Thakarz
Guldaz	Makkel	Tubrak
Gulkumek	Makranmek	Tukrome
Gulmabek	Mukli	



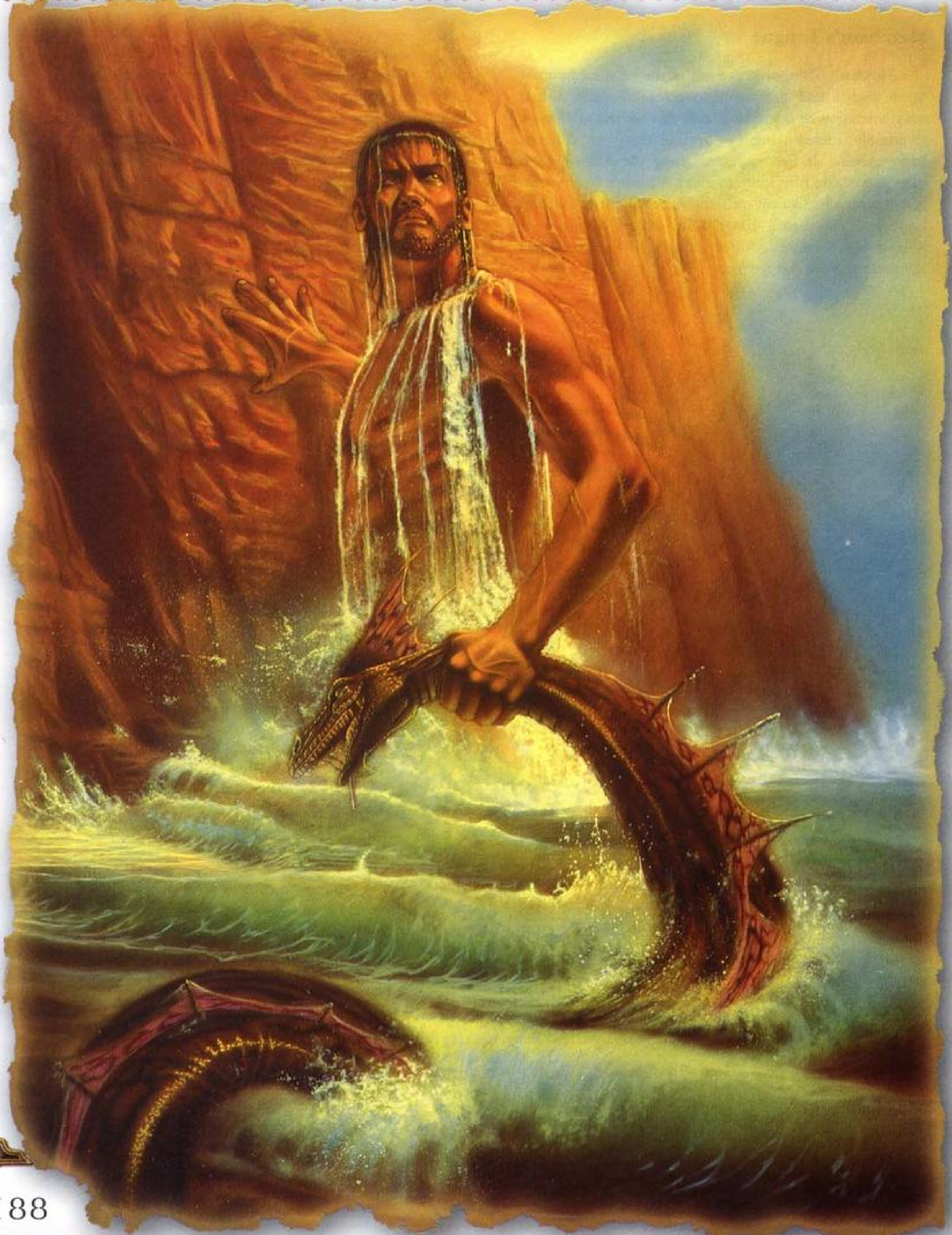
Hobgoblin Alphabet

Merchant's Tongue

Merchant's Tongue began out of the need for international traders and merchants to communicate. It is a conglomeration of many languages that has evolved into a commonly spoken language among those of different backgrounds. It first appeared along the Ahznomahnii coast and within fifty years, so many Ahznoms were fluent, that country's Parliament officially recognized it as a second language. Merchant's Tongue also defines a system of weights and measures. All of Tellene's civilized countries recognize and use this system.

It should be noted that while Merchant's Tongue is spoken throughout most of Tellene, in underdeveloped, rural areas many native inhabitants are not fluent. Certainly most slaves and serfs are not learnéd in Merchant's Tongue, unless they were previously active in trade or city life. In Eldor the use of Merchant's Tongue is restricted to the cities' business districts. Use of Merchant's Tongue outside of the business quarter or outside of the city is frowned upon, and many Eldorans will not even respond unless spoken to in Brandobian.

High Elven Rune meaning "Creation"



Chapter 10

Gods of Tellene

The world of Tellene, like all other places, did not always exist. It is believed that the Creator, a being of enormous power and intellect, developed the universe for her own amusement. Finding the newly created cosmos wondrous yet unsatisfying, she brought forth from her fingertips life forms to inhabit the various planes of existence.

A total of fifty-four gods, each portraying a specific characteristic or related characteristics of the Creator, from life and truth to death and deceit, were brought into existence to govern the cosmos under the watchful eye of the Creator. In order to serve the needs of her children, she also fabricated various species of creatures: dragons, dwarves, elves, primitive races, insects and all creatures in-between. The gods gathered periodically to discuss the state of events on their different planes and the Creator assigned further responsibilities. This system worked effectively for many eons.

However, intelligent individuals, especially gods, are prone to feel indignant toward authority and the limitations that come with being inferior; and the chaotic gods began to resent the control the Creator had over them. It was with this in mind that several deities, led by the Confuser of Ways, formed a plan for the demise of the Supreme One.

The Creator, of course, learned of their scheme, but she was intrigued. She allowed their plan to continue, and created the illusion of her demise by allowing her essence to be trapped in a crystal shard. Fearing that the destruction of the shard would mean an end to all existence, the culprits secreted the shard in a well-guarded fortress on a distant plane. Shortly thereafter, the Corruptor and the Confuser of Ways conjured false evidence linking the Overlord to the apparent death of the Creator. This situation infuriated all the good deities and they immediately formed a coalition to bring the flabbergasted Overlord to justice.

With the Creator apparently absent, opposing gods immediately tried to destroy one another; law fought chaos, good fought evil and the neutral gods tried to hold the cosmos together. The ensuing mayhem shook the planes and resulted in the death of eleven deities. However, just as the Overlord was about to be the next god slain, the Lord of Silver Linings called upon the Riftmaster to magically whisk the Overlord away into captivity on Tellene. All other deities believed him to be dead.

The conflict continued until a wondrous evolution took place. To the delight of the gods, various races, including humans, began to evolve on Tellene. The attention of the deities was quickly diverted to Tellene. They watched in wonder and amusement as the rapidly advancing races spread their influence across the planet.

Since the gods found that their power grew in proportion to the number of worshippers they attracted, each god competed for the right to make worshippers of the new races. Old disputes quickly rekindled and the gods were once again at odds with each other. This time, however, the gods decided to fight one another through their worshippers because they feared personal destruction as witnessed in prior battles. The Creator now sits silently amused, watching the events on Tellene unfold under the manipulation of the deities she created.

Unlike the Creator, the remaining gods are not omnipotent. Within their spheres of influence they are dominant, but they can be bested in other areas. All gods have the ability to take any form they wish. This includes different races, sexes, sizes and shapes. They can, of course, alter their form to fit any given situation; however, most gods, when associating with mortals, will choose a form similar to that of their audience. Gods can even impersonate one another, although this tends to inspire harsh retaliation from the deity imitated.

The appearance of a deity on Tellene is an uncommon occurrence; they prefer to manipulate events through their clerics and followers. Their ultimate goal is to gain new followers and continue to influence current ones. A god's power is directly related to the number of followers gained and the prevalence of the god's spheres of influence. Therefore, the gods always strive to spread their power by gaining followers and clerics.

In most religions of Tellene, there is a distinct differ-

ence between levels within the clergy and experience level. Typically, a cleric gains adventuring experience by using skills and overcoming foes. This does not necessarily mean that the cleric has advanced within the hierarchy of the church organization. Responsibilities such as performing rituals, sacrifices, converting followers and serving the needs of the church are generally looked upon more favorably by the deity and church leaders. A cleric who effectively serves the needs of the church will be more respected within the clergy than a cleric who adventures for personal gain.

The next section details the contents of the headings for each deity. This is followed by descriptions of each individual deity, their ideals and the religious following that serves the god. Throughout Tellene, the various deities and their followers have a profound effect on all life. The deities, their followers and their beliefs shape many activities from the practice of slavery to farming.

Deity Headings

NAMES: The god's Merchant's Tongue nicknames. The deity's name is also provided in each major human language.
SPHERES OF INFLUENCE: The deity's areas of control.
ALIGNMENT: Moral and political bent of the god and the ethos of the clergy.
SYMBOL: The representation of the god or religion in pictures, sculptures and other works of art. Commonly painted on shields or armor of clerics.
DIVINE FOCUS: The physical object that clerics use to channel the power of their god. Used for granted powers and spell casting.
HOLY DAYS: Days revered by the religion or days on which followers must perform certain rituals.
PLACE OF WORSHIP: Where patronage of a particular deity is likely to take place.
COLORS: The colors associated with the deity or religion. Used on ceremonial garments and in the decoration of the place of worship.
ANIMALS: Animal(s) respected or considered holy by the religion.
APPEARANCE: Description of the physical manifestation(s) of the god as she or he might appear to mortals.
CHURCH: The name of the church organization.
SACRIFICE & FREQUENCY: Details of physical or abstract actions performed by worshippers to pay tribute to the god.
CLERGY: The name of the clergy within the church organization.
RAIMENT: Garb that clerics are required to wear at all times or at least during ceremonies.
ADVANCEMENT: The hierarchical order within the church. Respect and power are only gained by serving the interests of the religion and the deity. Requirements for advancement within the church hierarchy are detailed. Advancement within the church usually has little to do with skills gained while adventuring. Titles for clerics indicate level of power or respect within the church and in no way reflect the experience level of the clerics.
CLERICS: This section describes the goals and behaviors of those in the clergy and the congregation members. It also details the beliefs, mythology and some of the quests related to the religion. Note that the clergy are well aware that the power of the gods is based on worshippers and expansion of the spheres of influence. This goal is prime and overrides all others. Consequently, religions in certain areas may stress one portion of their faith while in an area that persecutes another sphere. Some religions, particularly the evil ones, will stress that the locals can pray to their god to ensure that the god is appeased and will thus contain its spheres of control.
FRIENDS/ALLIES: This section lists the primary alliances of the religion and the god.
FOES/ENEMIES: Similarly, this section lists the chief adversaries of the religion and the deity.
SAYINGS: Common sayings of clerics and followers of the religion. They are given to add flavor and aid in role-playing characters of the religion.

The Gods of Tellene

KNIGHT OF THE GODS, THE VALIANT, THE SWIFT SWORD, CHAMPION OF TELLENE, EVIL SLAYER

Vorr (Fhokki)
Brovadol (Brandobian)
Dejfo (Dejy)
Deb'fo (Kalamaran)
Whenhesh (Svimohzish)
Naemae (Reanaarese)
SPHERES OF INFLUENCE: Chivalry, valor
ALIGNMENT: Lawful good
SYMBOL: Golden eye on a blue/white diamond pattern
DIVINE FOCUS: A cloth bearing the above symbol
HOLY DAYS: Spring and fall equinox
PLACE OF WORSHIP: Temples and altars usually in cities, towns or villages.
COLORS: Blue, gold, white
ANIMAL: White stallion
APPEARANCE: The Knight of the Gods appears as a muscular, golden-eyed being with long, wavy, white hair streaked with gold. Clad in blue clothing with gold, full plate armor he wields either a greatsword (Valiant) or a lance (Evil Slayer).
CHURCH: Halls of the Valiant
CLERGY: Servants of the Swift Sword
RAIMENT: Robes or tunics, see chart
SACRIFICE & FREQUENCY: The symbols or weapons of defeated foes, immediately after battle
ADVANCEMENT: Advancement within the church is gained by confronting, combating and destroying evil.
CLERICS: The Servants of the Swift Sword are people of valor. They embody all that is good and just and are in the vanguard of combating evil everywhere. Personal bravery and good deeds direct their activities. They will neither use

missile weapons nor attack opponents from the rear because these practices may call their personal bravery into question.

There are three missions that a cleric of the Swift Sword must undertake during his lifetime. These are: (1) a mission from the Swift Sword; (2) a mission for the Halls of the Valiant; and (3) a mission of Searching. Missions from the Swift Sword or the church vary and clerics perform them as needed. Clerics on a mission of Searching spend at least four years traveling the lands. Without question, the clerics aid those in need, and combat evil whenever they find it. Glory in combat, gained by defeating powerful monsters, is of utmost importance.

Title	Raiment
Purifier	white
Defender	blue
Protector	gold
Guardian	white & blue
Champion	white & gold
Gallant	blue & gold
Hero	blue, white, & gold
Valiant	white & blue checkered robe with a gold belt

Clerics of the Knight of the Gods are well known for their acts of chivalry and kindness. The Servants of the Swift Sword often shelter orphans and their acts of valor are the source of many a bard's tale. In one such tale, a cleric of the Valiant confronted an evil dragon that had swallowed all the children of a nearby village. The dragon, unimpressed with the cleric, let out a mighty roar. The cleric leaped into the dragon's mouth, made his way to the belly of the beast and cut it open to free the children.

A traveler may encounter clerics of the Champion of Tellene rescuing pilgrims from bands of brigands, defending a lady's honor, or combating a black knight. They also join groups of adventurers intent on slaying evil creatures.

FRIENDS/ALLIES: The Courts of Justice, the Hall of Oaths, the Temple of the Three Strengths, the Church of Everlasting Hope, the Assembly of Light
FOES/ENEMIES: The Impostors, the House of Knives, the Temple of Sleepless Nights
SAYINGS: Kindness is its own reward. - A coward dies 1,000 times, a brave man only once. - Evil turns on itself while good helps itself. - A good hand is a helping hand.

THE HOLY MOTHER, HOMEMAKER, THE COUNSELOR

Thokkarr (Fhokki)
Brampmonel (Brandobian)
Trondar (Dejy)
Taladari (Kalamaran)
Moimivam (Svimohzish)
Mosia (Reanaarese)
SPHERES OF INFLUENCE: Home, industriousness, marriage
ALIGNMENT: Lawful good
SYMBOL: A house encircled by a ring
DIVINE FOCUS: Two linked metal rings
HOLY DAYS: The specific dates vary from country to country but one holy day is always the wedding anniversary of the current ruler. The local church may declare a particularly good and popular ruler's anniversary to be celebrated for centuries.
PLACE OF WORSHIP: Churches are found in cities, towns and villages.
COLORS: White, blue, grey
ANIMAL: Beaver
APPEARANCE: Homemaker appears as a commoner dressed in work clothes.
CHURCH: The Home Foundation
CLERGY: The Brotherhood of Industry
RAIMENT: Clerics of the Counselor wear colored robes in church and normal work clothes in public. They also wear short grey cylindrical caps. The colors for each level are listed in the chart.

Title	Raiment
Binder	blue robe
Brother, Sister	blue robe, white sash
Uncle, Aunt	white robe
Father, Mother	white robe, blue collar
High Father, High Mother	white robe, blue collar and cummerbund
Grandfather, Grandmother	white robe, blue sash

SACRIFICE & FREQUENCY: One week of hard labor for a worthy community cause twice per year. They also sacrifice scrap lumber on a monthly basis by burning it. The clerics then mix the ashes with holy water and use the mixture to bless new building material.
ADVANCEMENT: Advancement within the church is based on seniority and service to the community.
CLERICS: The Brotherhood of Industry believes in the simple joys of life, home, work and family. Followers understand that anyone who works hard and plans for the future will have a long and happy life. The Homemaker has a large following among honest and hard working people who hold to the concept that good labor is its own reward. By setting examples of industriousness, they act as powerful motivators and can increase the morale of the populace with an inspiring sermon.

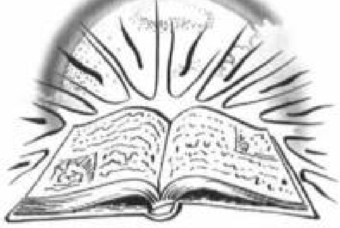
The Holy Mother's clerics are matchmakers who often host dances or other romantic gatherings. Additionally, the Brotherhood settles household disputes for their congregants. Clerics are required to help the poor of their society and, if necessary, will raise orphaned children as their own. Clerics must always show hospitality to others and all worshippers are encouraged to extend such benevolence. These habits make the Brotherhood of Industry and their followers popular among commoners.

Since clerics of the Homemaker have close family ties, they usually do not like to travel far away from home unless absolutely necessary. They will go to great lengths to protect their homeland. Clerics of the Counselor are not afraid to raise a hammer in arms against forces that threaten their flock, their homes or their lands. These clerics tend to use *guarding, charm, creation* and *protection* type spells.

FRIENDS/ALLIES: The Founder's Creation, the Parish of

Love, the Theater of the Arts, the Hall of Oaths
FOES/ENEMIES: The House of Vice, Temple of Strife, the Confuser of Ways, the Courts of Inequity
SAYINGS: All that is good in the world can be traced back to a loving family. - If you work hard, all your goals will be in sight. - Early to bed and early to rise makes a man healthy, wealthy and wise. - You get what you work for. - Dreams don't build themselves. - Laziness builds nothing.

THE SPEAKER OF THE WORD, HONORABLE HIGHNESS, THE IRREPROACHABLE ONE, THE LORD ON HIGH, THE HONORABLE ONE



Fonorr (Fhokki)
Fornor (Brandobian)
Fyjner (Dejy)
Forinori (Kalamaran)
Shozhor (Svimohzish)
Foornaar (Reanaarese)
SPHERES OF INFLUENCE: Honor, oath, ethics
ALIGNMENT: Lawful good
SYMBOL: An open book
DIVINE FOCUS: Prayer book entitled "The Word"
HOLY DAYS: Clerics must gather on the eve of each new moon (Veshemo) with other worshippers for an entire day of prayer and celebration. Adventuring clerics of the Honorable One may be granted special permission to miss monthly gatherings provided they return at the next opportunity with either a new worshiper or a substantial monetary gift to the church.
PLACE OF WORSHIP: City temples
COLORS: Red, silver ANIMAL: Lion
APPEARANCE: The Lord on High appears as a knight in shimmering platemail or a tall thin being dressed in red and silver robes with a book in one hand.
CHURCH: The Hall of Oaths
CLERGY: The Keepers of the Word
RAIMENT: Robes as listed in the chart below

Title	Raiment
Servant	red
Advocate	red
Esteemed	red
Venerable	red - a single silver stripe on each sleeve
Reverend	red - two silver stripes on each sleeve
Esquire	red - three silver stripes on each sleeve
Grand Esquire	red - three silver stripes and a broad silver belt
Priest	red - three silver stripes, a broad silver belt and a silver collar
High Priest	as above plus a silver shawl

SACRIFICE & FREQUENCY: Silver coins every full moon (Veshemo)
ADVANCEMENT: Advancement within the Hall of Oaths is based on seniority, but may also be gained by performing a particularly honorable deed or by fulfilling an important oath.

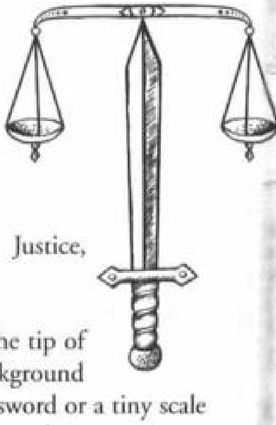
CLERICS: Clerics and worshippers of the Speaker of the Word are trustworthy and honorable. They never make covenants lightly. However, they naively expect this behavior from others, as well. The Keepers of the Word believe that every time a promise is kept their god grows stronger. They often serve as witnesses to contracts, treaties, marriages and other agreements.

Their prayer book (see Divine Focus above) contains the code of ethics by which they live. It promotes fairness to all, yet it states that the needs of the many outweigh the needs of the few. Many kingdoms have incorporated large portions of the Word into their legal system. When making a vow a Keeper will hold forth this book. This is how the expression, "I give you my word" came to be. The Keepers of the Word do not use missile weapons or attack opponents from the rear because they believe these practices to be dishonorable.

Every day at dawn, clerics of the Irreproachable One will kneel down and pledge an oath to the Lord on High to bring honor to him, the Hall of Oaths, and other Keepers of the Word.

FRIENDS/ALLIES: Halls of the Valiant, the Courts of Justice, the Founder's Creation
FOES/ENEMIES: The Confuser of Ways, the House of Vice, the Congregation of the Dead
SAYINGS: You honor me with your goodness. - I give you my word. - Do good and avoid evil. - One is only as good as his word. - My word is my bond. - Death before dishonor. - Do unto others as you would have them do unto you. A farewell: May honor go with you. A greeting: You honor my presence.

THE TRUE, THE BLIND ONE, THE MAGNIFICENT MAGISTRATE, THE EXALTED JUDGE



Aydharra (Fhokki)
Vrilnan (Brandobian)
Lydthesh (Dejy)
Fapeki (Kalamaran)
Svishozh (Svimohzish)
Mosaa (Reanaarese)
SPHERES OF INFLUENCE: Justice, truth
ALIGNMENT: Lawful good
SYMBOL: A scale balanced on the tip of a golden sword against a white background
DIVINE FOCUS: Small golden sword or a tiny scale
HOLY DAYS: Summer and winter solstice
PLACE OF WORSHIP: City temples (they often contain courtrooms)
COLORS: White, gold
ANIMAL: Falcon
APPEARANCE: The Magnificent Magistrate appears as a young, beautiful, athletic being. She has long blond hair and piercing blue eyes. The Exalted Judge is clad in gold chainmail and a flowing white cloak; she wields two longswords (Truth Seeker and Justice Bringer), which are

known as the Swords of Justice.
CHURCH: The Courts of Justice
CLERGY: Truthseekers
RAIMENT: Robes as described in the table.
SACRIFICE & FREQUENCY: Gold once per month.
ADVANCEMENT: Advancement within the Courts of Justice is by seniority or by the apprehension of outlaws.
CLERICS: Justice and truth are the foundation blocks upon which the Courts of Justice and its faith are laid. The Truthseekers believe all who defy justice should be brought before the Exalted Judge. However strong their desire to see justice done, it is tempered by their adherence to the laws of society (as long as the laws of a society are just and true in the eyes of the Courts of Justice). When residing in a city, all clerics must attempt to intervene and resolve any disputes they encounter.

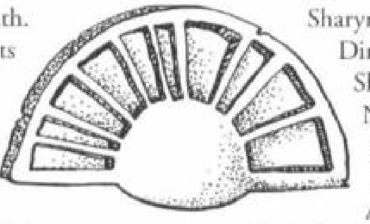
Title	Raiment
Referee	white
Arbitrator	white - thin gold hem
Magistrate	white - broad gold hem
Justice	gold - thin white hem
Adjudicator	gold - broad white hem
Justifier	gold - broad white hem and sash
True Seer	gold - broad white hem, sash and collar
High Seer	as above plus a gold head band

Before becoming a Truthseeker, an initiate must confess all lies and unjust acts he has told or committed in the past. Thereafter, if a Truthseeker knowingly bears false witness he must seek out a higher-level Truthseeker and ask for atonement. Any cleric who knowingly tells a falsehood a second time or willingly commits an act of injustice is defrocked. A Truthseeker would rather die than tell a lie or give information that a captor could use to commit an injustice.

Travelers can find temples and altars to the Exalted Judge in most cities and larger towns in civilized societies. Lords often appoint Truthseekers as magistrates or judges. Some Truthseekers travel the countryside in search of those who commit crimes against society.

FRIENDS/ALLIES: The Hall of Oaths, The Halls of the Valiant, the Church of Everlasting Hope, The Founder's Creation, the Order of Thought, the Inevitable Order of Time
FOES/ENEMIES: The Courts of Inequity, the Confuser of Ways, the Way of the Berserk, the Temple of Strife, the Congregation of the Dead
SAYINGS: When a man lies, he slays forever a part of the world. - Bearing false witness is the greatest injustice that can be performed on society, for without truth, reality is an illusion. - Justice is best performed in a court of law. - Be just and true and only good will come to you. - If one chooses to live within society, one must follow society's laws else suffer her rightful and just wrath. - Lying is capital punishment for the soul. - The truth shall make you free.

THE ETERNAL LANTERN, THE SHINING ONE, LORD OF LUMINOSITY, RADIANCE



Natrakk (Fhokki)
Bleslelna (Brandobian)
Sharynath (Dejy)
Dirasip (Kalamaran)
Shanvim (Svimohzish)
Naetuir (Reanaarese)
SPHERES OF INFLUENCE: Day, light, dawn
ALIGNMENT: Lawful good
SYMBOL: Half of a shining sun, see table below
DIVINE FOCUS: Same as above
HOLY DAYS: Summer solstice
PLACE OF WORSHIP: Open air temples of The Shining One are found in many cities. Altars dedicated to Radiance can also be found in towns and villages.
COLORS: White, yellow, gold
ANIMAL: Rooster
APPEARANCE: The Eternal Lantern appears as a beautiful young lady. She has porcelain white skin and gleaming golden hair. Her garb is shining plate mail with a white cloak that radiates bright sunlight. The Shining One wields a golden mace (Daybringer).
CHURCH: The Assembly of Light
CLERGY: The Order of Light
RAIMENT: Robes as described in the table below
SACRIFICE & FREQUENCY: Small white, yellow or gold gems, monthly
ADVANCEMENT: Advancement within the church is based upon service in the form of missions to battle the forces of evil, conversion of followers, and participation in the Dark Watch. Different colored divine foci are used at different levels as noted.
CLERICS: Clerics of the Eternal Lantern are the sworn enemies of the undead and the minions of darkness. They dedicate themselves to the banishment of the evil that lurks in the shadows of the night by bringing all creatures into the purifying light of Radiance. The Order of Light preaches that only by walking in the light of the Lord of Luminosity can one save one's soul from the taints of darkness. The main weapon against evil in the arsenal of the clergy is conversion. All clerics must go on a one-year mission to gain converts and bring them into the flock.

Title	Raiment	Focus
Spark	white	white
Flicker	white with a gold necklace	white
Flame	yellow with a gold necklace	yellow
Torch	as above with gold bracers	yellow
Lantern	as above with a gold belt	golden
High Lantern	as above with a gold turban	golden

During the darkest hours of the night, the clerics act as sentries by walking through cities, towns and villages with lanterns and torches to help the Lord of Luminosity hold back the darkness. This ritual is known as the "Dark Watch." Clerics of the Eternal Lantern are often found as members of adventuring bands who assist a town watch or

city guard in protecting the settlement from evil.

FRIENDS/ALLIES: The Theater of the Arts, the Church of the Life's Fire, the Church of the Night's Beauty, the Courts of Justice
FOES/ENEMIES: The Church of Endless Night, the Congregation of the Dead, the Temple of Strife
SAYINGS: Rest now to celebrate the new day. - A morning prayer (often sung): "Oh shine on me to make them see, such a wonderful sight in the new dawn's light. Rest they may, but soon comes day. And I wish them to see your glory gleam." - A line said to foes conquered during Dark Watch: "You shall never again dream or even see light. Darkness disperse. I claim the night." - Daylight soothes you. Dawn warms and moves you. The sun's rays caress you until you slip away. Oh the lovely light of day. - A farewell: "Push the day into the night."

THE RAISER, FARMER'S WIFE, THE MIDWIFE, FIELD MOTHER, QUEEN OF GREEN PASTURES, THE BRINGER OF LIFE, MOTHER TELLENE

Dhytorrfhokker (Fhokki)
Liela (Brandobian)
Shanydefyn (Dejy)
Regorike (Kalamaran)
Ehsiwhomnesh (Svimohzish)
Naataal (Reanaarese)
SPHERES OF INFLUENCE: Harvest, life, fertility, agriculture
ALIGNMENT: Neutral good
SYMBOL: A blazing hearth
DIVINE FOCUS: A pouch of seeds or a sheaf of wheat
HOLY DAYS: First day of spring and of the harvest. Liela's highest holiday is the first night of the harvest. Birthdays of famous followers and saints are also celebrated.
PLACE OF WORSHIP: Simple temples in agriculturally-dominated territories. When farmers bring their surplus to market they often stop at a local temple.
COLORS: Brown and green

Title	Raiment
Fielder	tan
Field Leader	brown
Field Master	golden brown
High Field Master	leafy green

ANIMAL: Deer
APPEARANCE: The Raiser appears as a plump grey-haired woman with a smile as wide as her hips. She dresses in a common house dress with a white apron.
CHURCH: The Church of the Life's Fire
CLERGY: Friends of the Fields
RAIMENT: Robes or tunics as listed in the chart.
SACRIFICE & FREQUENCY: Bushels of milled grain, which are then distributed to the needy. Clerics must sacrifice their time each fall helping local farmers with the harvest.
ADVANCEMENT: See the table for the titles of advancement within the church.

CLERICS: The Field Mother is a kind and jolly being who encourages her clerics to make strangers feel as welcome as a long lost friend. Her clerics love to see good things grow and prosper be it plant or person. Fertility of the land is a primary concern since it means that the people will prosper. Therefore, the religion revolves around agriculture and the harvest, which allows her worshippers to have a steady and happy life.

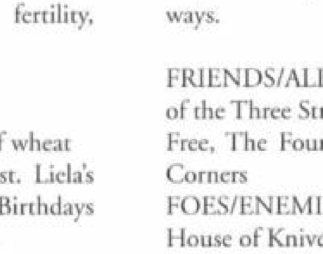
The Friends of the Field are cheerful people who are well known for their kindness and generosity. The Field Mother expects them to work amongst the commoners blessing seeds in the spring and infants year round. They often serve as midwives, even the male members of the clergy.

The Bringer of Life and her clerics fiercely hate undead since they desecrate and mock everything the Church of the Life's Fire represents. The Friends of the Fields are generally not willing participants in any wars; they prefer a life of peace. However, as it is necessary to protect the masses and to combat the Congregation of the Dead, they must be skilled in battle. The Friends of the Field are not afraid to destroy those that threaten the lives of their flock.

Like her clerics, worshippers of Mother Tellene are common and simple folk and the religion reflects this. Followers tend to have many children and willingly care for orphans, as well. The Raiser's people become angered to see fields, children or animals neglected. They make every effort to correct these situations and work to help those responsible for the negligence to improve their ways.

FRIENDS/ALLIES: The Home Foundation, the Temple of the Three Strengths, the House of Solace, the Face of the Free, The Founder's Creation, the Assembly of the Four Corners
FOES/ENEMIES: The Congregation of the Dead, the House of Knives, the House of Hunger, the House of Vice, Temple of Strife, the Conventicle of Affliction, the Order of Agony, the Church of Endless Night
SAYINGS: Home is where the hearth is. - May you have a long life and fruitful seed. - We reap what we sow. - May the seed of your loin be fruitful in the belly of your woman. - One should be like the land and enjoy growth. - There is always room for one more. - Children are cheaper by the dozen.

THE PEACEMAKER, LORD OF TRANQUILLITY, LORD OF EASE, THE PEACEFUL ONE, KING OF COMFORT, MASTER OF SERENITY, THE PACIFIER



Dhavokk (Fhokki)
Ranas (Brandobian)
Wejryn (Dejy)
P'Rofali (Kalamaran)
Hezhovozh (Svimohzish)
Geonea (Reanaarese)
SPHERES OF INFLUENCE: Peace and comfort

ALIGNMENT: Neutral good
SYMBOL: Two hands clasped in friendship
DIVINE FOCUS: Small carving of above symbol
HOLY DAYS: Any peaceful day (varies from community to community)
PLACE OF WORSHIP: Simple but comfortable blue and green churches found in rustic settings
COLORS: Sky blue, light green, lavender
ANIMAL: Sheep
APPEARANCE: The Master of Serenity appears as a short, thin being with blond hair, smooth white skin and gentle blue eyes.
CHURCH: House of Solace
CLERGY: The Peacemakers. They are divided into two separate sects: the Pacifists and the Preachers of Peace.
RAIMENT: Soft cotton robes as listed in the table below.

Title	Raiment
Peace Lover	light green
Friend	light green - sky blue belt
Neighbor	light green - lavender belt
Comfort Maker	sky blue
Arbitrator	sky blue - light green belt
Mediator	sky blue - lavender belt
Comfortist	lavender
Serenist	lavender - light green belt
Peace Maker	lavender - sky blue belt
High Peace Maker	as above with gold medallion

SACRIFICE & FREQUENCY: Swords or other weapons beaten into plowshares monthly. Magical blades are especially favored.
ADVANCEMENT: The House of Comfort generally awards advancement to those that resolve significant crises or are active at preventing conflict. Titles for clerics follow:
CLERICS: Peacefully settling disagreements is the primary aim of the Peacemakers. The clerics who rise within the hierarchy are helpful, easygoing people who are willing to solve problems in the name of peace. Clerics and followers of the King of Comfort work hard at making their homes and lives tranquil. They stress calm, rational thought over emotional impulsiveness.

Duties of clerics include seeing to the health, peace and comfort of their parishioners and their community. Training for clerics includes the teachings of the Master of Serenity, mediation and arbitration techniques, meditation, and the use of weapons for self defense. Friends include anyone of a peaceful disposition and foes are any aggressors.

Two distinct and strongly disagreeing sects exist within the Peacemakers: the Pacifists and the Preachers of Peace. The Pacifists believe that peace can come only from within, and that total peace can never be achieved through violence or aggression of any kind. The Pacifists will never take up arms; they will not even lift a hand to defend themselves or their families. They feel that becoming a martyr is the highest level of devotion one can show for the King of Comfort. Pacifists usually remain cloistered, resolving local disputes.

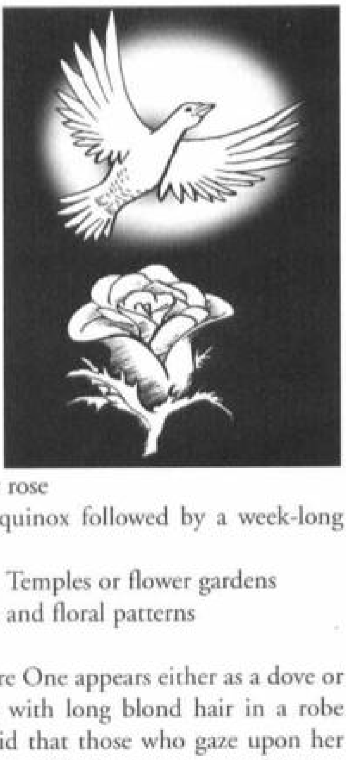
In contrast, the Preachers consider it their duty to travel the lands promoting peace. The Preachers tend to be adventuring types who travel the world to make it a safer, more peaceful place to live. The Preachers of Peace believe that the enemies of good must be converted or controlled if Tellene is to be blessed with total contentment. They sometimes lead, organize or fund expeditions to overthrow evil governments.

There is little crime or violence in communities dominated by clerics of either sect of Peacemakers. However, due to their passive nature, Pacifists often become victims in less civilized areas. For this reason Pacifists and their followers prefer small rustic communities far from any conflict.

The Preachers, on the other hand, prefer the opposite. They view their role as the vanguard of peace; they spread tranquility to regions steeped in conflict. Depending on the nature of the conflict, they will mediate between foes, or throw in with one side to force an end to the strife.

FRIENDS/ALLIES: The Home Foundation, the Parish of Love, the Courts of Justice, the Hall of Oaths, the Face of the Free, the Church of Everlasting Hope, the Fraternal Order of Aptitude
FOES/ENEMIES: The Way of the Berserk, the Temple of Armed Conflict, Order of the Passionate One, the Flaymaster, the Jealous Eye, the Seller of Souls, the Emperor of Scorn, and in particular, the Temple of Strife.
SAYINGS: May the Peaceful One comfort you all the days of your life. - Comforting another brings peace to two lives. - May all the world be blessed with the peace of the King of Comfort. - Peace begins within. - Blessed is one who seeks peace.

THE PURE ONE, LADY LOVE, PROTECTOR OF THE HEART



Koverr (Fhokki)
Lelnani (Brandobian)
Yewaji (Dejy)
Lelani (Kalamaran)
Shanano (Svimohzish)
Lauraiz (Reanaarese)
SPHERES OF INFLUENCE: Love, harmony
ALIGNMENT: Neutral good
SYMBOL: Dove over a white rose
DIVINE FOCUS: Silver rose
HOLY DAYS: Spring equinox followed by a week-long celebration.
PLACE OF WORSHIP: Temples or flower gardens
COLORS: Pastels, white and floral patterns
ANIMAL: Dove
APPEARANCE: The Pure One appears either as a dove or a young, beautiful being with long blond hair in a robe made of flowers. It is said that those who gaze upon her magical robe will fall in love with the next person they see.
CHURCH: Parish of Love

CLERGY: Children of Love
RAIMENT: Robes with silver roses worn on the collar as listed in the table below.

Title	Raiment
Initiate	green robe
Servant of Harmony	green robe - one silver rose
Advocate of Harmony	yellow robe - one silver rose
Keeper of Harmony	yellow robe - two silver roses
Servant of Love	pink robe - two silver roses
Advocate of Love	pink robe - three silver roses
Guardian of the Heart	blue robe - three silver roses
Advocate of the Heart	blue robe - four silver roses
Grand Advocate of the Heart	pastel floral robe with white background - five silver roses

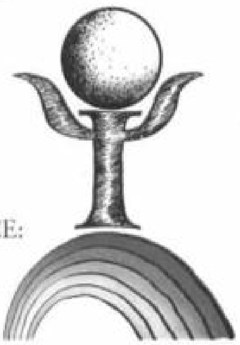
SACRIFICE & FREQUENCY: Selfless, good deeds as often as possible
ADVANCEMENT: Advancement is based on experience, dedication and success in bringing love and harmony into the world.
CLERICS: The Children of Love believe the Pure One came into being as a result of the love that the Creator felt for all her works. They preach that in ages past, humans led a pitiful existence in a savage world. After a time, the Pure One gave love to the intelligent creatures of the world. This gave man a reason to live. It started a cultural revolution sparking the modern age.

Clerics and followers of the Pure One try to embody their deity's spheres of influence. They believe in selfless and unconditional love. Clerics of the Pure One would willingly die for one another. They are charged with promoting harmony and bringing as much love into the world as possible. The Children of Love act as match-makers, conduct wedding ceremonies or reconcile differences between couples or friends. Clerics of Lady Love do not care for arranged marriages since there is rarely any love involved.

Before becoming a Servant of Harmony, a cleric must embark upon a one year mission in which he or she travels to foreign, uncivilized lands to promote harmony and understanding between people. During this mission the cleric learns about other cultures and how different peoples coexist. The Child of Love must share this knowledge with the Parish and the local community prior to advancement.

FRIENDS/ALLIES: The House of Solace, the Church of Everlasting Hope, the Home Foundation.
FOES/ENEMIES: The Temple of Strife, House of Scorn, the House of Shackles, the Congregation of the Dead, the Temple of Armed Conflict, the Way of the Berserk.
SAYINGS: A man without love has nothing. - A broken heart is worse than a broken bone. - Love is eternal. - Achieve harmony through love. - Love thy enemy and he will become thy friend. - It is better to have loved and lost than never to have loved at all.

LORD OF SILVER LININGS, CAREGIVER, LORD OF THE BLUE SKY



Rorfadd (Fhokki)
Selandi (Brandobian)
Jynondish (Dejy)
Selanadi (Kalamaran)
Shoniz (Svimohzish)
Ceotao (Reanaarese)
SPHERES OF INFLUENCE: Healing, hope, mercy
ALIGNMENT: Neutral good
SYMBOL: A capital psi with a circle above the center vertical arm set atop a rainbow
DIVINE FOCUS: A capital psi with a circle above the center vertical arm
HOLY DAYS: The first day of each month is celebrated by praying for one's hopes and dreams for the coming month. The last day of each month is reserved for atonement for one's transgressions during the preceding month. This is especially practiced on the 28th of Famine and the first of Renewal.
PLACE OF WORSHIP: Open air temples
COLORS: Sky blue, rainbow, silver
ANIMAL: Dog
APPEARANCE: The Caregiver appears as a comely person in sky blue or rainbow colored robes. He wields a powerful artifact, the Staff of the Merciful, an oak staff topped by the golden Divine focus of the Lord of Blue Skies.
CHURCH: Church of Everlasting Hope
CLERGY: The Merciful Fates

Title	Raiment
Gentle	sky blue
Tender	sky blue - small rainbow pin
Helper	sky blue - larger rainbow pin
Healer	as above with a silver belt
Counselor	as above with a thin rainbow hem
Soother	as above with a broad rainbow hem
Hope Healer	as above with a silver lining
Hope Master	as above with a yellow cap

RAIMENT: Clerics wear robes as described in the table.
SACRIFICE & FREQUENCY: A concoction of rare herbs on a monthly basis and the healing of all those in need
ADVANCEMENT: Advancement within the church is by healing and caring for local followers and others in need.
CLERICS: Clerics of the Lord of Silver Linings strive to maintain a positive outlook on life. They prefer to avoid combat. If necessary, however, they will certainly enter battle and even initiate the attack, when the situation requires decisive action. They are never vengeful. Similar to their deity, they only intervene in conflicts to provide balance and mercy to the losers.

Tellene best knows the Merciful Fates as healers. They often watch over the sick or disabled and tend them until they have healed. This makes them welcome in most societies and favorites in adventuring bands. The Merciful Fates also love to see others make their dreams come true.

They try to help others fulfill their hopes by offering their services in any way they can. Like the Lord of Blue Skies, clerics often assist others in times of need regardless of alignment. Church titles for clerics are shown in the chart.

FRIENDS/ALLIES: The Temple of the Three Strengths, the Parish of Love, the Church of the Life's Fire, the Hall of Oaths, the Face of the Free, the Temple of Enchantment
FOES/ENEMIES: The Conventicle of Affliction, the Temple of Strife, the Order of Agony, the Congregation of the Dead, the Temple of Sleepless Nights
SAYINGS: It is better to light a candle than curse the darkness. - Heal the mind and the body will follow. - I wish goodness to envelop you this night. - The mercy you grant will be returned tenfold. - People granted mercy today give us all hope for tomorrow.

THE TRAVELER, BRIGHT EYES, THE NIMBLE NAVIGATOR, THE VOYAGER

Ravarr (Fhokki)
Plampern (Brandobian)
Shodaf (Dejy)
Rostak (Kalamaran)
Amehz (Svimohzish)
Huunaav (Reanaarese)
SPHERES OF INFLUENCE: Travel, stars
ALIGNMENT: Neutral good
SYMBOL: A shooting star on a black background
DIVINE FOCUS: A silver star
HOLY DAYS: The first day of spring which marks the beginning of friendlier travel weather
PLACE OF WORSHIP: Small shrines found along major roadways. A temple to the Voyager can often be found inside the local merchant's guild. Major seaports will have a temple dedicated to the Voyager.
COLORS: Yellow, black, silver
ANIMAL: Pigeon
APPEARANCE: The Traveler appears as an old, bald man with tan skin, faded robes and worn sandals. He carries a weathered oaken staff.
CHURCH: Temple of the Stars
CLERGY: The Journeymen
RAIMENT: Robes as described in the table below.

Title	Raiment
Quester	yellow
Worlder	yellow and black
High Worlder	yellow and black with silver stars on the field of black

SACRIFICE & FREQUENCY: Four pieces of gold, four small gems, or four pieces of coral. These are thrown in the four directions of the compass. These sacrifices are made as needed during travels and are required at least once per season.
ADVANCEMENT: Due to the church's interest in traveling and adventuring, advancement within the church is by gaining experience or conversion of followers during one's travels. Each cleric must travel at least 10,000 miles before advancing within the church.
CLERICS: Followers of the Nimble Navigator journey for the simple joy of traveling. His followers believe that he placed the sun and stars in the heavens to enjoy while he traveled. The Traveler has a large following among merchants and often non-worshippers who wish to ensure a safe journey pay the Voyager homage.

Due to the travel requirements for advancement, Journeymen often seek employment as escorts or guides for merchant caravans. Like Bright Eyes, Journeymen prefer to go unnoticed. However, they will not ignore evil if they find it and clerics always keep in mind a tale of the Traveler destroying an evil army he encountered using the same road as he.

The Journeymen see it as their duty to ensure that roads and travel routes are safe from brigands and pirates. Accordingly, they will go out of their way to defeat those that waylay others or restrict travel in any way. Additionally, Journeymen feel that if they can clear a land of evil, the remaining good peoples will be free to move about without fear of harm. Generally, their beliefs pose them against the feudal system and indentured servitude and other governmental restrictions on the movement of people. As a result, they are often at odds politically with the local government. They tend to dislike tolls or other monetary deterrents to travel for the same reason.

FRIENDS/ALLIES: The Watchers, the Assembly of Light, the Face of the Free
FOES/ENEMIES: The Thunderer's Temple, the House of Shackles, Church of Endless Night, the Temple of Strife
SAYINGS: All I need is a ship to sail on and a star to guide me. - The question is not "Why go?" but "Why not go?" - Look to the stars for guidance.

THE GUARDIAN, THE LIBERATOR, FREE SOUL, THE INSURGENT ONE, THE INDUCER OF INDEPENDENCE

Lokker (Fhokki)
Melnador (Brandobian)
Yelajod (Dejy)
Relivik (Kalamaran)
Sashoz (Svimohzish)
Neevuu (Reanaarese)
SPHERES OF INFLUENCE: Freedom, liberty, happiness
ALIGNMENT: Chaotic good
SYMBOL: An eagle's claw on a black background
DIVINE FOCUS: Eagle's claw
HOLY DAYS: Every full moon (Pelselond)
PLACE OF WORSHIP: Wilderness
COLORS: Black, grey, white
ANIMAL: Eagle
APPEARANCE: The Liberator appears as either a giant eagle or a young, strong, rugged being with long dark hair and yellow eyes. The Guardian wears chainmail and wields

a longsword (Talon) and longbow (True Flight).
CHURCH: The Face of the Free
CLERGY: Messengers of Liberty
RAIMENT: Robes as described in the table below. Messengers of Liberty add a feather to their robes for each person they liberate. Feathers entirely cover the cloaks of High Rejoicers.
SACRIFICE & FREQUENCY: Broken chains from freed slaves
ADVANCEMENT: Advancement within the church is by freeing slaves, indentured servants and others owned by others; converting or killing followers of the Overlord; or aiding in the overthrow of oppressive governments.

Title	Raiment
Deshackler	white
Liberator	white
Emancipator	grey and white
Rejoicer	grey and white
High Rejoicer	grey and white

CLERICS: Clerics of the Guardian value freedom and liberty above all else. They are ever vigilant in seeking out those who enslave or oppress others. It is their duty to promote happiness and defend freedom for all walks of life. The Messengers of Liberty have a strong commitment to charity, and assistance to the less fortunate. This makes them popular with the commoners.

The primary goal of the Face of the Free is to ensure liberty for all through the overthrow of oppressive governments. When the Messengers of Liberty reside in cities, their actions are covert. In these situations they organize frequent celebrations to promote the Insurgent One as the god of happiness, but ignore the other aspects of freedom and liberty. This facade is only necessary in more oppressive areas such as Kalamar. The main religion flourishes in the Young Kingdoms, where the idealistic goals of the Messengers are actually within reach. People there already have a certain degree of freedom, which allows them to ponder the teachings of the church.

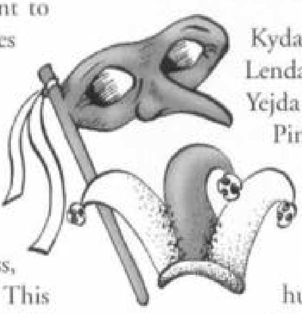
The Face of the Free is closely allied with the Brotherhood of the Broken Chain and the Blackfoot Society. Along with these groups, they organize covert networks that lead slaves to freedom and carry out attacks on slavers, local militia and envoys or messengers of certain repressive lords.

In areas where their cause seems hopeless, clerics emphasize the positive by focusing on individual successes in the war against oppression. Church meetings and services often result in celebration as congregants discuss grand plans and reminisce about past successes. Unfortunately, their rosy attitude and celebratory nature sometimes prevent the church from making any real progress in the liberation of bondsmen.

While clerics residing in cities are careful not to openly advocate the overthrow of a government, those who reside in the wilderness are free to promote insurrection among the peasants. The wilderness sects of the Messengers of Liberty are foot soldiers in the battle for autonomy. Those clerics living in the wilderness advocate self-dependence staunchly. They attain information such as slave caravan schedules or government expansion plans from the spy network of city-bound clerics and use it against those who would encroach upon freedom. These clerics often rob from rich slave merchants to further the cause of emancipation or simply to aid the poor and gain loyalty among the masses.

FRIENDS/ALLIES: The House of Solace, the Church of Everlasting Hope, the Courts of Justice, the Church of the Life's Fire, Theater of the Arts, Temple of the Patient Arrow, the Order of the Passionate One
FOES/ENEMIES: The House of Shackles, the Order of Agony, the Congregation of the Dead, the Temple of Strife, the Conventicle of Affliction
SAYINGS: Ruin, mishap, calamity and adversity, cannot harm one as happy and free as me. - Soar like an eagle. - Like a child I frolic, like an eagle I prey. - To be as free as an eagle is that for which we all strive. - The Insurgent One's eye is ever watchful. A greeting: Welcome to our free world.

RACONTEUR, THE ETERNAL BARD, LOREMASTER



Kydarra (Fhokki)
Lendanor (Brandobian)
Yejda (Dejy)
Pinini (Kalamaran)
Shanoh (Svimohzish)
Keifau (Reanaarese)
SPHERES OF INFLUENCE: The Arts (includes paintings, poetry, music, humor, etc.)
ALIGNMENT: Chaotic good
SYMBOL: A theatrical mask or a jester hat
DIVINE FOCUS: A small theatrical mask
HOLY DAYS: In late spring the clergy holds a festival celebrating the fine arts.
PLACE OF WORSHIP: Theaters or public forums. A prayer is often said with the audience before or after a performance.
COLORS: Red and gold
ANIMAL: Peacock
APPEARANCE: Raconteur appears in many different forms, but he always appears as a performer or artist. His apparel is always appropriate to his performance medium.
CHURCH: Theater of the Arts
CLERGY: The Merry Muses
RAIMENT: All clerics wear clothes appropriate to the level toward which they are working.
SACRIFICE & FREQUENCY: Works of art annually and a song, poem or joke told in honor of the Eternal Bard at least weekly.

Title	Charm
Sculptor	Chisel
Painter	Brush
Poet Laureate	Quill
Thespian	Mask
Orator	Megaphone
Jester	Sleigh bell
Maestro	Instrument
Dancer	Slippers
Prima Donna	Musical note
Composer	Clef
Novelist	Open book
Artiste	All

ADVANCEMENT: Advancement within the

church is through demonstrated excellence in a particular art form. Once the cleric advances, he receives a small charm that signifies the mastered art form. These charms are worn on a necklace. The chart below displays levels and associated charms. A Merry Muse may gain mastery of the arts in any order that she chooses. A Merry Muse attains the level of Artiste only after she masters each of the art forms.

CLERICS: Typically associated with bards, communities respect these clerics for their entertainment and cultural contributions to society. The Merry Muses are knowledgeable historians who dramatically and/or humorously relate legends to the masses. They have the exceptional ability to place the troubles of the present into perspective through allegories.

Members of the Merry Muses must be knowledgeable in both modern and ancient culture. Their preaching promotes tolerance among differing races and cultures. This is a source of conflict with many governments, particularly in Eldor.

Merry Muses are typically jolly souls that love to perform and bring joy to others. But they are far more than simple jesters. Clerics of the Loremaster are also serious performers and artists who enjoy performing tragedies, dramas, ballets, symphonies and operas. Merry Muses have been known to demand a joke, rhyme or story as payment for the casting of spells or other services — as long as there is no dire need.

Clerics of the Loremaster, while generally popular among commoners, are frequently at odds with the local government. This is because their artwork often takes the form of political satire, and leaders often perceive their work slanderous or even seditious. Entire Churches have been banished in some kingdoms after the telling of one-too-many jokes at the king's expense.

FRIENDS/ALLIES: Church of the Night's Beauty, the Order of the Passionate One, the Face of the Free

ENEMIES/FOES: The House of Shackles, The Founder's Creation, the Home Foundation

SAYINGS: A rapier wit can slice the toughest armor. - Laughter is the best way to resolve a conflict. - Music is the language of the gods. - Perform every day as if it were your last. - The pen is mightier than the sword. - To bring a smile to sad lips is to give a gift greater than gold. - Laugh and the world laughs with you; cry and the world laughs at you.

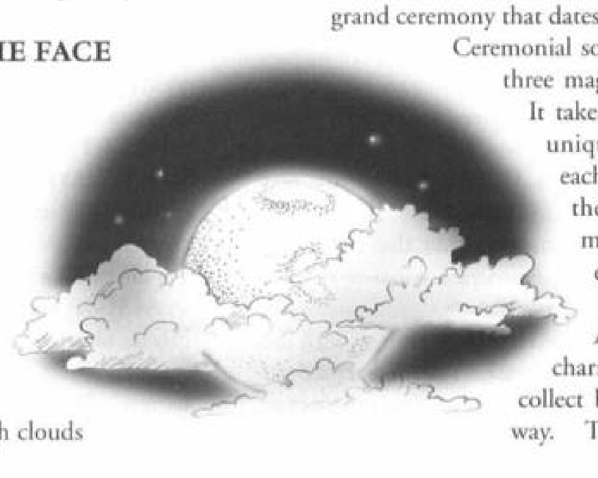
THE SHIMMERING ONE, THE FACE OF RAPTURE, ABLUTOR

Ayllorr (Fhokki)
Bendon (Brandobian)
Feyd (Dejy)
Liganali (Kalamaran)
Shimz (Svimohzish)
Roovao (Reanaarese)

SPHERES OF INFLUENCE: Moons, beauty

ALIGNMENT: Chaotic good

SYMBOL: Full moon breaking through clouds



DIVINE FOCUS: Full moon emblem

HOLY DAYS: Night of a full moon with clear skies. The night when the moon Diadolai becomes full is of particular importance.

PLACE OF WORSHIP: Outdoor areas open to the sky near a pool of water.

COLOR: Silver

ANIMAL: Owl

APPEARANCE: Ablutor appears as a silvery humanoid-shaped light or a will-o-wisp. Its beauty instantly enamors any being gazing upon the Face of Rapture.

CHURCH: Church of the Night's Beauty

SACRIFICE & FREQUENCY: Silver or beautiful objects on holy days

CLERGY: Moonknights

RAIMENT: Clerics generally wear silver-colored robes or tunics

ADVANCEMENT: Advancement within the church is by acquisition of beautiful items for the church. Church titles for clerics are shown in the table.

CLERICS: Clerics of the Shimmering One value beauty in all forms, especially the inner beauty of people. They also value individualism and the freedom to express oneself through art and ideas. This makes the religion popular among elves.

Church Title
Nightlight
Quarter Moon
Half Moon
Full Moon
Aligned One
Disciple of Diadolai
Patriarch of Pelselond
Var of Veshemo
High Var

The Moonknights collect beautiful objects. They often adorn structures built near their temples with such items, while they sacrifice the exceptional pieces. Moonknights handcraft many of these items, but most are collected from the far corners of Tellene. As a result, buildings built near their temples also serve as cultural museums. Worshippers are always welcome to tour these museums free of charge, but they usually charge a fee for outsiders and watch them very closely.

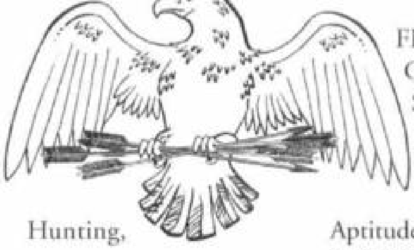
Worshippers are primarily active at night. Nighttime activities include midnight strolls through beautiful gardens or simply dancing in the moonlight. Followers perform a different dance in conjunction with nightly prayers for each phase of all moons.

Every 280 years Tellene's three moons appear full in a vertical line in the sky and all worshippers converge for a grand ceremony that dates back to early elven history. Ceremonial songs are sung in Elven and three magical charms are sacrificed. It takes years to gather the three unique charms representing each one of the moons. After the ceremony, the charms magically disperse to the ends of Tellene, awaiting another 280-year search. As the search for the charms proceeds, Moonknights collect beautiful objects along the way. They display these in the

temples and then sacrifice them at the Ceremony of the Three Moons.

FRIENDS/ALLIES: The Theater of the Arts, the Parish of Love, the Temple of the Stars, the Church of the Life's Fire.
FOES/ENEMIES: The Church of Endless Night, the Conventicle of Affliction, the Temple of Armed Conflict, the Order of Agony
SAYINGS: Let me look upon your beauty. - By the light of the night, all will be right. - Ponder the moons to find your inner beauty. - Look to the truth, look to the moons. - Beauty comes from above. - Like the moons, true beauty is eternal.

THE GREAT HUNTRESS, BULLS-EYE, THE MERRY MARKSMAN, THE TENACIOUS BOWMAN



Nykkerr (Fhokki)
Darnel (Brandobian)
Dofejy (Dejy)
Kalenadil (Kalamaran)
Vishnozh (Svimohzish)
Wiulee (Reanaarese)
SPHERES OF INFLUENCE: Hunting, archery, patience
ALIGNMENT: Chaotic good
SYMBOL: Hawk with spread wings against a green background
DIVINE FOCUS: Gold or silver hawk's head or a hawk with spread wings
HOLY DAYS: Full moon
PLACE OF WORSHIP: Temples that border a forest. Altars to the Great Huntress can be found in the dwellings of devoted woodsmen.

Church Title
Stalker
Sure Shot
Pure Shot
True Shot
Hawk Eye
Hunter
High Hunter
Great Hunter
Huntmaster

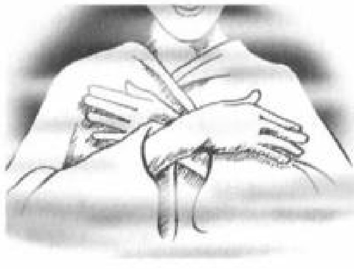
COLORS: Green and brown
ANIMAL: Hawk
APPEARANCE: Bulls-Eye may appear as a giant hawk or a young, athletic woman with shoulder length brown hair. She wears furs and a cloak of feathers. The Merry Marksman possesses a longbow (Heartseeker) and shortsword (Swiftkill). Her constant companion is a large hawk named Rotakk.
CHURCH: Temple of the Patient Arrow
CLERGY: The Golden Arrows
RAIMENT: Clerics generally wear green and brown robes, cloaks or tunics.
SACRIFICE & FREQUENCY: Gold or silver arrow and fresh game during the full moon (Veshemo)
ADVANCEMENT: Advancement within the Temple of the Patient Arrow is by defeating superiors in an archery or hunting competition.
CLERICS: The Golden Arrows charge themselves with the protection of wildlife from poachers and overzealous hunters. They teach their flock proper hunting practices to ensure that no species of wildlife is over-hunted. They also show followers the most effective hunting techniques to minimize animal suffering and how best to use all parts of the taken game.

Clerics of the Great Huntress are famous for their skills as bowyers and fletchers as well as their marksmanship. Before leaving the church a cleric must be able to hit a coin from 25 yards away with a bow he has crafted. Also known for their patience, a cleric may track an animal for hours on end in order to get a perfect shot to ensure a quick, painless kill. All clerics wear a bracer bearing the symbol of the Great Huntress on their bow arm.

Temples of the Merry Marksman host annual archery competitions. The prize for amateurs is a handcrafted bow and a golden arrow. This is also when competition for advancement within the Temple of the Patient Arrow takes place.

FRIENDS/ALLIES: The Face of the Free, the Conventicle of the Great Tree, the Temple of the Stars
FOES/ENEMIES: The Courts of Inequity, the House of Vice, the Conventicle of Affliction, the Founder's Creation, the Fraternal Order of Aptitude, the House of Shackles
SAYINGS: The shaft is the cornerstone of life. - May your aim be true. - Good things come to those who are patient. - Patience is a virtue for which all should aim. - In life, as in hunting, wait for the right shot. - I will wait for you until the deer takes up the bow. - A well-placed arrow will pierce the heart.

THE CODDLER, THE NIGHT WATCHMAN, THE IMPARTER OF INSPIRATION



Fyadarr (Fhokki)
Slompelna (Brandobian)
Yendaj (Dejy)
B'Neli (Kalamaran)
Sohadowah (Svimohzish)
Boegoo (Reanaarese)
SPHERES OF INFLUENCE: Restful sleep, dreams, aspirations
ALIGNMENT: Chaotic good
SYMBOL: Crossed hands resting on one's chest as if sleeping.
DIVINE FOCUS: A small pillow or blessed sand
HOLY DAYS: Festival of the Cat. In this springtime celebration, copious amounts of food and wine are consumed. After a good night's rest, parishioners discuss the direction and goals for the church in the coming year.
PLACE OF WORSHIP: Temples of the Night Watchman can be found anywhere. Those in the wilderness are often simple shelters designed to allow weary travelers a safe place to rest. In cities, they are large domed structures where

people come to pray and rest. Thygasha is home to the largest and most extravagant temple of the Coddler.
COLORS: Silver, midnight blue, light grey
ANIMAL: Felines
APPEARANCE: The Imparter of Inspiration appears to worshippers as a beautiful woman clad in comfortable, midnight blue and light grey robes. She is often surrounded by a silver mist.
CHURCH: Church of the Silver Mist
CLERGY: Dream Weavers
RAIMENT: Clerics wear silver, midnight blue or grey robes, cloaks or tunics with stars and moon symbols as decorations.
SACRIFICE & FREQUENCY: A good deed or silver pieces daily. Each night, clerics of the Coddler must pray while thinking about why they deserve restful sleep. If they do not feel they have done anything worthy for their god that day then they must sacrifice silver pieces.
ADVANCEMENT: Advancement amongst Dream Weavers is based on acts done to oppose the Temple of Sleepless Nights.
CLERICS: The Dream Weavers maintain an attitude of arrogance and aloofness. Though, when it suits them, followers of the Coddler can be very friendly, affectionate people. They make their friendships for life. Dream Weavers are independent and demand to live life on their own terms. This includes coming and going as they see fit, and rarely following set schedules.

The Church of the Silver Mist encourages worshippers to follow their dreams and aspire to greatness. Followers often engage themselves in one exciting challenge after another only to drop each activity after a short period of time. As a result of this, many see the Church as being long on plans and short on actions.

A minor quirk of the religion is that adequate sleep is very important and takes priority over all other activities. Dream Weavers consider it a grave transgression to go about one's business without proper rest. This will often cause a conflict with important work.

The arch nemesis of the Coddler is the Sultan of Fear. The Church of the Silver Mist is so opposed to this deity and its evil followers that advancement within the Dream Weavers is based solely upon acts done to oppose the Temple of Sleepless Nights. As Thygasha is a major mecca for both religions, these two cults clash openly in the city streets.

FRIENDS/ALLIES: House of Comfort, The Order of the Passionate One, Lord Destiny
FOES/ENEMIES: Temple of Sleepless Nights, the Order of Agony, Church of Endless Night, the House of Vice
SAYINGS: Life is an illusion that your dreams can change. - Have no fear to sleep this night, the Night Watchman is here to ensure morning's light. - Listen to your dreams, they can tell you much. – The Coddler will see you in your dreams.

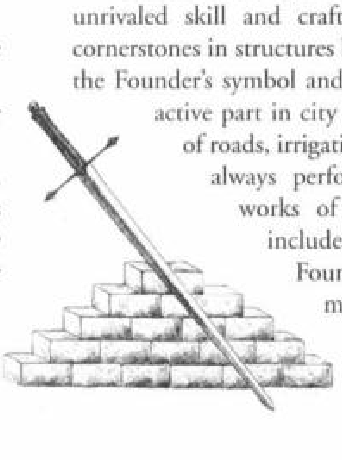
THE FOUNDER, THE GREAT BUILDER, THE UPHOLDER

Vortakk (Fhokki)
Crinlan (Brandobian)
Blojyk (Dejy)
Sobati (Kalamaran)
Minmivozh (Svimohzish)
Gaaria (Reanaarese)
SPHERES OF INFLUENCE: Law, order, cities
ALIGNMENT: Lawful neutral
SYMBOL: Red bricks and sword on a blue background
DIVINE FOCUS: A red brick
HOLY DAYS: Each congregation has its own holy day known as the Founding. It is the anniversary of the establishment of that temple.
PLACE OF WORSHIP: Temples of the Great Builder are found in all major cities. Many smaller towns have congregations as well.

Title
Builder
Stonemason
Architect
Upholder
Lawman
Constable
Enforcer
Commander
Master Builder

COLORS: Blue, red
ANIMAL: Bee
APPEARANCE: The Great Builder appears as a commonly dressed mason carrying a chisel and hammer.
CHURCH: The Founder's Creation
CLERGY: Builders of Law
RAIMENT: During ceremonies clerics wear blue or red robes. At other times they wear durable, comfortable clothes suitable for hard labor. Level is indicated by a badge on the left shoulder.
SACRIFICE & FREQUENCY: Silver melted and reformed into bricks on the Founding.
ADVANCEMENT: Advancement is gained through architectural achievement and/or experience in maintaining law and order.
CLERICS: The Builders of Law teach that in ancient times the Founder walked Tellene and assisted the early races that had potential for greatness. He taught arts of cooperation and teamwork to all of the intelligent creatures. He also gave them the power to live together in an orderly way by providing them with an early version of the King's Code. Thus, the unorganized, diverse groups of humans, demihumans, and humanoids created the first cities. Today, the teachings of the Builders of Law are the foundation of most major societies.

Clerics of the Upholder are builders and architects of unrivaled skill and craftsmanship. All keystones and cornerstones in structures built by the Builders of Law bear the Founder's symbol and a prayer. These clerics take an active part in city planning including the building of roads, irrigation and sanitation systems. They always perform a ceremony to bless new works of architecture. This ceremony includes prayers for the presence of the Founder. It is said that if the Founder makes his presence known, the structure will stand for centuries.



Along with being builders and

architects, all clerics receive formal training in jurisprudence. Clerics of the Founder work with the city guard to uphold law and order, or are themselves constables, lawyers or judges. They have the reputation of firmly following the letter of the law. If the spirit of the law differs, they will still follow the letter of the law. They believe it is up to the lawmaker to rewrite the law to more exactly express its intent, rather than having others, even the Builders, second-guess the wording. Clerics of the Founder are also called upon to mediate disputes from time to time.

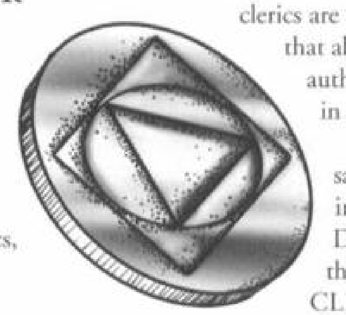
While training to become a Builder of Law, clerics learn how to make and use all manner of building materials including adobe, tile, brick, marble and lumber. As part of initiation into the clergy, each cleric must mold and fire a brick. Onto his brick, each cleric must etch his name and date of acceptance into the clergy. These bricks are then added to a wall constructed from the bricks of all clerics who have preceded them.

A common quest for the Builders of Law is to seek out the very first temple built by the Upholder. It is rumored to be in an ancient lost city. It is said that he who finds the ancient lost city and unlocks its mysteries will become an architect of unsurpassed skill.

FRIENDS/ALLIES: The House of Solace, the Hall of Oaths, the Home Foundation, the Courts of Justice
FOES/ENEMIES: The House of Shackles, the Courts of Inequity, the Conventicle of Affliction
SAYINGS: Build for tomorrow. - Law is like a big building, hard and tough to ignore. - Something built correctly need not be built again. - Without a firm base, anything will crumble. - As bricks are the foundation for a strong building, law is the foundation for a strong society. - He is as trustworthy as a good brick.

THE MULE, THE ENLIGHTENER, MATHMASTER, THE PROFESSOR

Khete (Fhokki)
Keplern (Brandobian)
Roshko (Dejy)
Rotovi (Kalamaran)
Shapirozh (Svimohzish)
Roatoov (Reanaarese)
SPHERES OF INFLUENCE: Mathematics, science, invention, reasoning, knowledge
ALIGNMENT: Lawful neutral
SYMBOL: Triangle within a circle, within a square
DIVINE FOCUS: A silver piece with the Mathmaster's symbol stamped on it
HOLY DAYS: Clerics must meditate and ponder problems for at least two hours per day. Veshday, the seventh day of the week, is reserved for scientific experimentation and the last day of each month is reserved for reporting new inventions and imparting knowledge to his peers in the scientific community.
PLACE OF WORSHIP: Anywhere. Prayers are performed in complete concentration with eyes closed and face pointed skyward.



COLOR: Grey
ANIMAL: Mule
APPEARANCE: The Professor appears as a bald man or woman with a solemn expression. When on the prime material plane, the Enlightener often takes the form of a mule to observe worshippers first hand.
CHURCH: The Fraternal Order of Aptitude
CLERGY: Brothers in Logic
RAIMENT: Brothers in Logic wear grey robes or tunics, with their level symbol emblazoned across the chest. They must shave their heads and keep them unadorned.
SACRIFICE & FREQUENCY: One week per month is reserved for teaching others. For this reason, many clerics are teachers in their local communities.

Title	Symbol	# Priests
Initiate	point	any
Novitiate	line	any
Uneven Triad	scalene triangle	any
Even Triad	isosceles triangle	any
Perfect Triad	equilateral triangle	any
Graduate of the 4th state	square	any
Graduate of the 5th state	pentagon	any
Graduate of the 6th state	hexagon	any
Graduate of the 7th state	heptagon	any
Graduate of the 8th state	octagon	any
Graduate of the 9th state	nonagon	17
Master of the 2nd dimension	circle	13
Master of the 3rd dimension	tetrahedron	11
Master of the 3rd dimension	cube	7
Master of the 3rd dimension	octahedron	5
Master of the 3rd dimension	dodecahedron	3
Master of the 3rd dimension	icosahedron	2
The Grand Professor	sphere	1

ADVANCEMENT: Advancement within the Fraternal Order of Aptitude is based on seniority. The seniority standard is often waived for the discovery of a particularly important bit of knowledge or invention. Additionally, clerics are assigned a numerical rank within their level so that all church members know their exact position of authority. Geometric symbol and title (as shown in the chart) indicate level in the brotherhood.

Levels beyond the Grand Professor are said to exist. Ancient tomes refer to these individuals as the Masters of the Fourth Dimension and it is rumored that they know all the secrets of spatial and even time travel.

CLERICS: Ritual and tradition bind the Brotherhood of Logic (note that women are indeed equal members of the clergy, despite the name). The Brothers believe that by practicing daily rites (meditation) they will gain the favor of their god. Clerics and followers have been known to ponder seemingly unsolvable problems for years in hopes that the Enlightener would provide them with the answers. Elder clerics who have kept the faith are highly regarded for their perseverance.

It is said that math was the Mule's gift to the intelligent races. Thus, scholars, scientists, engineers, architects, mathematicians and astronomers revere Him. Worshippers commonly adorn their homes with patterns and simple

geometric shapes. More fanatical followers even plant their fields in geometric designs and patterns. Naturally, every temple erected by the Fraternal Order of Aptitude contains many intricate geometric shapes. The Brotherhood painstakingly ensures that they precisely design these temples as well.

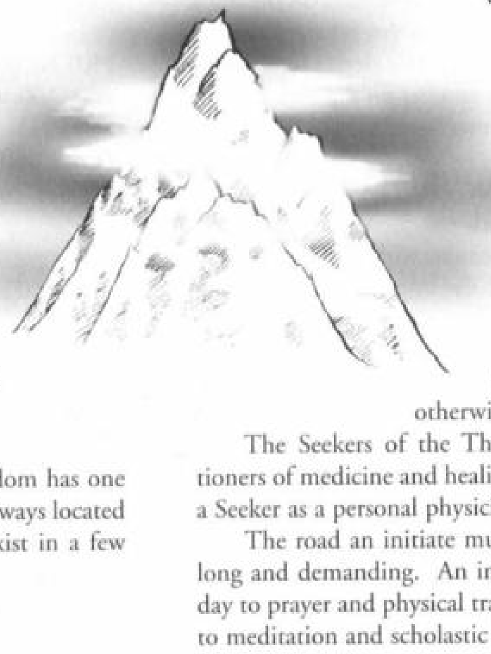
The Brothers in Logic are not prone to rash decisions. When interacting with others, they prefer delay tactics as a means to resist change. This often makes negotiating with a cleric of the Enlightener a less than pleasant experience. In fact, a cleric of the Mathmaster was the inspiration for the phrase, "You're as stubborn as a mule." (The saying was originally "You're as stubborn as the Mule.")

Many followers believe that the Mathmaster influences the mules owned by worshippers to help them avoid danger. They often own mules for this reason. They believe that when a stubborn mule refuses to go somewhere it is usually for a good reason.

FRIENDS/ALLIES: The Temple of Armed Conflict, the Home Foundation, the Founder's Creation, the Temple of the Three Strengths, the Church of the Life's Fire, the Inevitable Order of Time
FOES/ENEMIES: The Confuser of Ways, the Temple of Strife, the Way of the Berserk, the Order of the Passionate One, the Church of Chance, the Theater of the Arts, the Temple of Sleepless Nights
SAYINGS: Two heads are not better than one if neither are educated. - The answer will come to the one who perseveres. - Invention is the gift of the Enlightener and must be shared with all who would know. - I don't understand what could have possibly gone wrong. It should have worked fine. It's not my fault. - Even the brilliant are sometimes perplexed.

POWERMASTER, THE HARBINGER OF HEALING, THE INVIGORATOR, THE QUICKENER

Stokkerr (Fhokki)
Strocor (Brandobian)
Stryjor (Dejy)
Sitiri (Kalamaran)
Shozor (Svimohzish)
Seenoor (Reanaarese)
SPHERES OF INFLUENCE: Strength, medicine
ALIGNMENT: Lawful neutral
SYMBOL: Mountain rising up through a cloud
DIVINE FOCUS: An equilateral triangle with blue, white and silver angles
HOLY DAYS: Every third week on Veshday
PLACE OF WORSHIP: Each civilized kingdom has one major temple to Powermaster. The temple is always located in a remote area. Temples to Powermaster exist in a few cities, towns or villages as well.
COLORS: Blue, white, silver
ANIMAL: Ox



APPEARANCE: The Harbinger of Healing appears as an enormous, strapping young being. He is bald except for a braided shoulder-length tail of black hair. The Powermaster is clad in sleeveless blue robes with a large silver girdle. The Invigorator wields a silver maul (Foecrusher).
CHURCH: Temple of the Three Strengths
CLERGY: Seekers of the Three Strengths
SACRIFICE & FREQUENCY: Burnt herbs every ten days
RAIMENT: Clerics wear blue sleeveless robes and add a silver girdle at higher levels. They keep their heads unadorned and shaved except for a braided ponytail.
ADVANCEMENT: Advancement within the Temple of the Three Strengths is through a yearly competition. Clerics compete in contests of physical strength, intellect, and renditions of spiritual songs, poems and stories. Those that do well advance.

Title	Raiment
Aspirant of the First Strength	blue robe
Keeper of the First Strength	blue robe
Aspirant of the Second Strength	blue robe
Keeper of the Second Strength	blue robe
Aspirant of the Third Strength	silver girdle
Keeper of the Third Strength	silver girdle
Aspirant of the Three Strengths	silver girdle
Keeper of the Three Strengths	silver girdle
Master of the Three Strengths	silver girdle

CLERICS: The Clergy of the Invigorator advocates strength of the body, mind, and spirit: the Three Strengths. To have command of the strengths is to praise the Powermaster. Seekers believe that one's body, mind and spirit together are one's personal temple to the Invigorator.

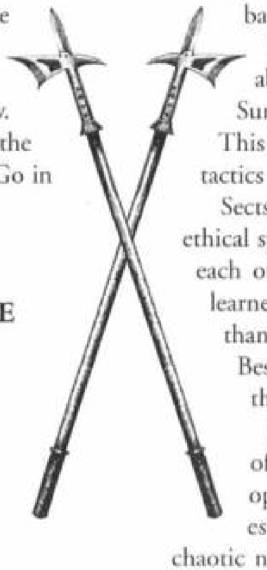
The Temple of the Three Strengths teaches that one must be physically strong in order to maintain a healthy life. One must also possess a strong intellect to keep one's own health and to help others maintain good health. One must be strong of spirit and intellect to transcend the material world.

While these clerics generally possess great physical strength, they are not overly aggressive and generally avoid physical confrontations unless provoked. Some say that the Seekers of the Three Strengths are merely muscular cowards, but those who have incurred their wrath say otherwise.

The Seekers of the Three Strengths are also practitioners of medicine and healing. A noble will often employ a Seeker as a personal physician, tutor or bodyguard.

The road an initiate must travel to become a cleric is long and demanding. An initiate devotes seven hours per day to prayer and physical training and seven hours per day to meditation and scholastic learning.

FRIENDS/ALLIES: The Church of Everlasting Hope, the Order of Thought, the Founder's Creation
FOES/ENEMIES: The House of Shackles, the Conventicle of Affliction, the House of Vice, the Order of the Passionate One, the Confuser of Ways
SAYINGS: Heal the soul and the body will follow. - Discipline makes for great strength. – Balance the three strengths to gain perfection. - A farewell: Go in good health.



THE OLD MAN, THE STRATEGIST, MASTER OF TACTICS, KING OF THE BATTLEFIELD

Thygokk (Fhokki)
Vlad (Brandobian)
Kyrkshynad (Dejy)
Natirel (Kalamaran)
Siriumno (Svimohzish)
Daar (Reanaarese)
SPHERES OF INFLUENCE: War, tactics, strategy
ALIGNMENT: Lawful neutral
SYMBOL: Crossed polearms
DIVINE FOCUS: Tiny replica of two crossed polearms
HOLY DAYS: Fall equinox. Any day on which an enemy commander surrenders becomes a local holy day. The Temple decrees the duration that these shall be recognized.
PLACE OF WORSHIP: Temples to the Master of Tactics are large garrisons and are found in most cities.
COLOR: Green and white
ANIMAL: War dog
APPEARANCE: The Strategist appears as an old soldier. He has white hair and a stern, wrinkled face.
CHURCH: Temple of Armed Conflict
CLERGY: Order of the Pike
RAIMENT: The uniform of the Temple of Armed Conflict is a white tunic with crossed pikes emblazoned on the front, a medium green cloak and a medium green hat. Chevrons located on the tunic and hat indicate a cleric's level within the Order. These are listed as number on top over number on bottom with a "u" indicating upside down and a "V" indicating right side up.
SACRIFICE & FREQUENCY: The flag, weapons, standard or symbol of a recently conquered foe.
ADVANCEMENT: Advancement within the Order is by success in the field and the improvement of strategic and tactical abilities.
CLERICS: Undeterred by ethical considerations, the existence of the Order of the Pike centers around the art of warfare. Worship of the Strategist involves training both mind and body for performance in battle. When not practicing on the field, these clerics hone their mental skills by playing chess and other war games.

The chief tenant of this religion is that success is possible only if individuals unerringly place the welfare of the group above their own. This requirement necessitates a certain level of physical prowess and an increasing level of knowledge and wisdom as one progresses in the hierarchy. The main function of the clergy is to teach their underlings, yet they also willingly serve as cadre in battle.

The Old Man is a favored god amongst fighters able to endure the strict discipline of the religion. Surprisingly, very few gentry are among his followers. This stems from the fact that The Old Man advocates tactics that the gentry find beneath their station.

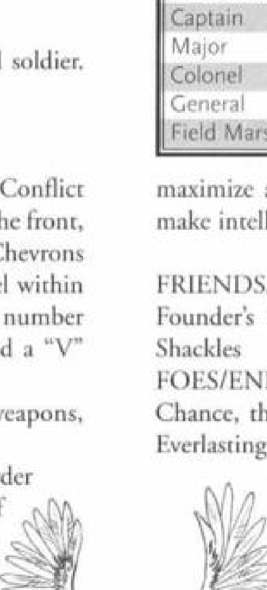
Sects of the Strategist's followers are found across the ethical spectrum and they sometimes come to blows with each other. This is actually encouraged as the lessons learned from facing one's peers are far more valuable than those obtained by dispensing an inferior foe. Bested opponents are, however, always treated with the respect due a worthy adversary.

Battle is the truest form of worship to the Master of Tactics. The Order of the Pike actually seeks out opponents expressly for this purpose. The Strategist especially favors combat with those espousing chaotic notions of individual strength in melee. Nothing makes the Old Man prouder than to see his followers logically dissect a horde of the Battle Rager's followers.

Worshippers of the Strategist tend to be an exceedingly dangerous lot. The concentration of seasoned fighters in the lay clergy, as well as the physical and mental discipline enforced upon believers as a whole, tends to turn confrontations into a meticulously executed massacre. Prayers made before battle are actually meditation techniques. Clerics use these prayers to maximize a worshipper's effectiveness by allowing him to make intelligent, rational decisions in the heat of battle.

Title	Chevrons
Regular	1u/0V
Elite	2u/0V
Sergeant	3u/0V
Lieutenant	0u/1V
Captain	0u/2V
Major	0u/3V
Colonel	3u/1V
General	3u/2V
Field Marshall	3u/3V

FRIENDS/ALLIES: The Fraternal Order of Aptitude, the Founder's Creation, the Hall of Oaths, the House of Shackles
FOES/ENEMIES: The Way of the Berserk, the Church of Chance, the Order of the Passionate One, the Church of Everlasting Hope, the Seller of Souls, the House of Solace
SAYINGS: An organized assault is a successful assault. - Teamwork begets victory. - Discipline creates soldiers. - Disobedience is death.



EYE OPENER, LORD OF INTUITION, THE WISE ONE

Sytherr (Fhokki)
Browend (Brandobian)
Dokshy (Dejy)
Lokalas (Kalamaran)
Shamnan (Svimohzish)
Loakaer (Reanaarese)

SPHERE OF INFLUENCE: Wisdom
ALIGNMENT: Lawful neutral
SYMBOL: An owl in flight grasping a staff in its talons
DIVINE FOCUS: A silver owl pendant or a beech staff
HOLY DAYS: Spring and fall equinox
PLACE OF WORSHIP: Temples in towns and villages.
COLOR: Light Brown
ANIMAL: Owl
APPEARANCE: The Eye Opener appears as an older being with white hair. He is garbed in light brown robes and carries a beech staff (the Staff of Wisdom).

Title
Initiate
Sight Seeker
Sound Seeker
Smell Seeker
Taste Seeker
Touch Seeker
Sense Master
Imparter

CHURCH: The Order of Thought
SACRIFICE & FREQUENCY: Burnt beech twigs on the first day of the month
CLERGY: Seekers of Sagacity
RAIMENT: Clerics wear light brown robes or tunics and a hat adorned with one owl feather for each level they have achieved in the Order of Thought.
ADVANCEMENT: Advancement within the Order of Thought is by seniority. Therefore the oldest cleric is usually the leader of the Seekers of Sagacity. In addition to learning basic skills during training, clerics must solve a riddle. They may not advance until they answer it correctly. A cleric may hazard three answers. If all are incorrect, the Order will demote the Seeker.
CLERICS: Clerics of The Lord of Intuition are respected as the wisemen of the lands. However, they are not devoted exclusively to the study of books; wisdom is derived from experience. Unlike most scholars, whose noses are buried in tomes, clerics of the Wise One are active in the world. They give counsel to those who need it. Often, the price for a Seeker's advice will be a riddle, a bit of arcane knowledge or some other useful information.

After acceptance into the Seekers of Sagacity, an initiate spends five years within the temple learning the wisdom of the ways of the Eye Opener. A Seeker spends her next five years traveling the world. During these years, known as the Seeking, the cleric carefully observes all that she encounters.

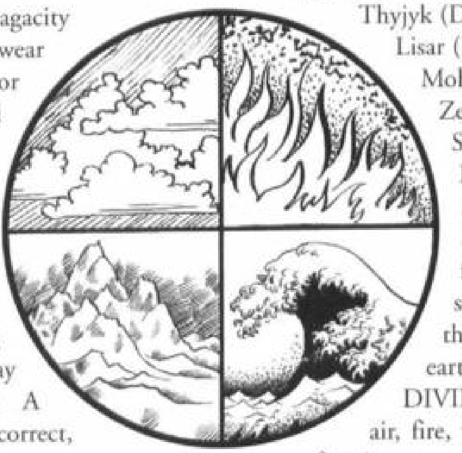
The cleric then returns to the temple where she chooses the way she will serve the Wise One. She may choose to become counselor to a lord or king who has requested a new advisor. She may choose to remain at the temple and give advice. Or she may choose to continue traveling the world to impart the wisdom of the Lord of Intuition. Seekers often solicit sphinxes to share riddles and arcane lore.

Seekers of Sagacity tend to avoid combat unless absolutely necessary. They prefer a battle of wits, and always have an arsenal of riddles prepared for such a competition. Nevertheless, they train themselves in the ways of armed combat; not all opponents have the capacity to clash in ways other than force.

FRIENDS/ALLIES: The Fraternal Order of Aptitude, the Founder's Creation, the Temple of Enchantment
FOES/ENEMIES: The Confuser of Ways, the Church of Chance, the House of Vice, the Way of the Berserk
SAYINGS: Violence is the last refuge of the wise. - At last, his eyes are open. - A greeting: "What can you teach me?" - A farewell: "Keep your senses about you."

MOTHER OF THE ELEMENTS (EARTH MOTHER, MADAME OF THE WIND, THE GRAND INCINERATOR, WAVE CRUSHER)

Elandril (Brandobian)
Rykker (Fhokki)
Thyjyk (Dejy)
Lisar (Kalamaran)
Mohrah (Svimohzish)
Zeenoa (Reanaarese)



SPHERES OF INFLUENCE: Elements (earth, air, fire, water)
ALIGNMENT: Neutral
SYMBOL: A circle divided into four equal parts with one cult represented in each corner. Worship of this deity is divided into four cults: earth, air, fire and water.
DIVINE FOCUS: Varies by cult (earth, air, fire, water): a gem stone, a silver bird figurine, an obsidian flame and a coral wave, respectively.
HOLY DAYS: Holy days include the first day of winter, on which the Mother of the Elements is said to have split the elemental planes ages ago. The Fire Corner also recognizes the fourth quarter of Siege-hold as a holy day (see Clerics' section).
PLACE OF WORSHIP: Varies by elemental cult. Underground caverns, windy mountain tops, volcanic areas or seaside temples, respectively.
COLORS: Varies by cult: brown, silver, red and blue, respectively
ANIMALS: Varies by cult: mole, albatross, salamander and clam, respectively.

Title
Servant of the Four Corners
Initiate of the Four Corners
Guardian of the Four Corners
Priest of the Four Corners
Servant of the (Cult) Corner
Initiate of the (Cult) Corner
Guardian of the (Cult) Corner
Priest of the (Cult) Corner
High Priest of the (Cult) Corner

APPEARANCE: The Mother of the Elements appears differently to each cult. The appearance and demeanor of Wave Crusher reflect her different spheres of control. The Madame of the Wind can be as stubborn and unyielding as a rock, as stormy and unfathomable as the sea, as wild and dangerous as a forest fire or as gentle as a breeze. The Grand Incinerator has limited appeal to many people, due to her quick and dangerous mood swings. But those

who favor the elements are highly devoted.

The earth cult views the Earth Mother as a beautiful young maiden with wild, wind-blown hair, blue eyes and dark brown skin. To the water cult, Wave Crusher appears as a towering giant with rippling muscles, clad in seaweed and wielding a massive harpoon. The air cult views the Madame of the Wind as a short, slender woman of pale complexion, dressed in a flowing silver gown with a white belt. Finally, to the fire cult worshippers, the Grand Incinerator appears in the form of a huge fire elemental.

CHURCH: Assembly of the Four Corners. Individually, the cults are referred to as the Earth, Fire, Air and Water Corners, respectively.

CLERGY: The Keepers of the Four Corners

RAIMENT: Clerics must keep their heads unadorned. They must also wear a medallion depicting the symbol of the Mother of Elements. When they become servants of a specific cult, the Keepers of the Four Corners wear robes corresponding to the color of their cult as described above.

SACRIFICE & FREQUENCY: Once per month, but the precise day varies by cult. The last day of the week is when sacrifices must be made to the Mother of the Elements. The cults rotate this responsibility in the order of earth, air, fire and water. The sacrifice for the Earth Corner is small gems. The sacrifice for the Water Corner is a water-dwelling creature, an intricately carved fish-bone statuette cast into the water or pearls. The sacrifice for the Air Corner is a flying creature or small crushed aquamarines sprinkled into the air from a high place. The sacrifice for the Fire Corner is a burning piece of coal or small fire opals.

ADVANCEMENT: Advancement within the Assembly of the Four Corners is based on helping to maintain the balance of nature. The Assembly is organized such that all clerics must declare an allegiance to a specific cult in order to gain a church title above Cleric of the Four Corners. Until this declaration is made, clerics are all members of one cult. Level titles follow with (Cult) representing the element to which the cleric is devoted.

CLERICS: The Earth Corner is bound to protect the natural state of rock and soil throughout Tellene. However, many Keepers of the Earth Corner believe this mighty terrain will defy any paltry efforts that people make to change it. Therefore, another goal of the cult is to provide balance to the lives of the people inhabiting Tellene.

The Water Corner believes that water, the source of all life, should be respected and kept clean. Anyone caught blatantly defiling a water source is taken far offshore and cast into the water to be judged by Wave Crusher. Keepers of the Water Corner also guard the waterways and those who use them. Many followers of Wave Crusher are sailors, fishermen or merchants.

Keepers of the Air Corner often live in the wilderness. These clerics believe that fresh air is the best thing in life. Therefore, they love to be outdoors among the fresh scents of flowers.

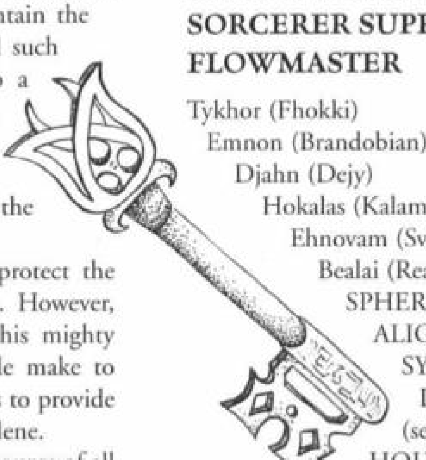
Although outsiders misunderstand the Fire Corner as having evil intentions, this cult simply represents an important part of nature. They have been known to destroy by fire both those areas that have become overrun by chaos and evil deeds, as well as those areas bound by the constraints of law and goodness. Blacksmiths, who make a living using fire, often call upon this cult for its knowledge of making hot and efficient fires. The Keepers of the Fire Corner are also called upon after large battles to consume the dead in great funeral pyres. Their most holy days are in late summer (fourth quarter of Siege-hold) when a great fire was said to have swept the countryside. They anticipate that their master may cause this to happen again and continually prepare for the day by keeping themselves ready for travel to the elemental plane of fire. As a result of this legend, the Fire Corner keeps an everlasting flame burning in all of its temples. They believe that this will allow the Grand Incinerator to enter Tellene.

FRIENDS/ALLIES: The Conventicle of the Great Tree, the Church of the Life's Fire, the Temple of Enchantment

FOES/ENEMIES: The Church of Endless Night, the Temple of Strife, the Assembly of Light, the Theater of the Arts

SAYINGS: Nothing lasts forever but the elements. - Let your grip be as firm as the rock. - All shall return to the soil. - May the tides favor your voyage. - The deep never forgets. - Allow your soul be as pure as the water that gave birth to it. - The winds of life will soothe your sorrows. - May the lady of the wind speed your journey. - The lady's blessing is within your breath. - Those who toy with the flame are sure to be burned. - May the fires of the planes cleanse your soul.

THE RIFTMASTER, THE GATEKEEPER, SORCERER SUPREME, THE FLOWMASTER



Tykhor (Fhokki)
Emnon (Brandobian)
Djahn (Dejy)
Hokalas (Kalamaran)
Ehnovam (Svimohzish)
Bealai (Reanaarese)

SPHERE OF INFLUENCE: Magic

ALIGNMENT: Neutral

SYMBOL: A platinum key

DIVINE FOCUS: A colored key (see below)

HOLY DAYS: Full and new moon (Diadolai)

PLACE OF WORSHIP: High mountain peaks

COLORS: Black, white

ANIMAL: Dragon

APPEARANCE: The Riftmaster appears as a cloaked skeletal figure. The Sorcerer Supreme is a fearsome sight for non-worshippers.

CHURCH: Temple of Enchantment

CLERGY: The Keyholders

RAIMENT: Clerics wear robes with a black and white checkered pattern.

SACRIFICE & FREQUENCY: Magical items on holy days. Particularly powerful items are favored as sacrifices

since they have the potential to upset the balance in the planes of existence. Platinum may be substituted if a magic item is not available. The Keyholders must briefly meditate once per day, usually in the morning. This meditation allows them to detect the balance of magic within the universe. If the meditation reveals that magic waxes too strong in Tellene, then they must strive to ration it. If it reveals that not enough magic energy exists on that day, they must use spells liberally in order to restore the balance.

Divine Focus Color
white
brass
black
copper
green
bronze
blue
silver
red
gold
platinum

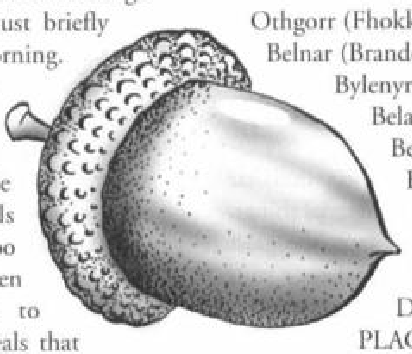
ADVANCEMENT: Advancement is gained through exceptional sacrifices or breakthroughs in magical knowledge shared with the church. Level titles within the church are all "Holder of the X Key," where X is the cleric's divine focus color as listed in the table. Holders of the Red Key must fashion a power staff that bears the symbol of the Riftmaster and signifies the rank of the cleric. This item is a single spell storing device which traps and stores any one spell of any level.
CLERICS: The Keyholders believe that there a finite amount of magic exists in the universe and the Riftmaster oversees and regulates its flow. When an additional amount of magic flows to the prime material plane, magic must be lost from another plane, such as the positive or negative energy plane. When a creature is able to resist magic, the Keyholders believe that it is because the Gatekeeper would not allow the magic energy to be effectively transferred. Therefore, they believe that the Flowmaster is influential among mortals and gods alike, although less so among the latter.

The Temple of Enchantment preaches a doctrine of conservation of magic. They believe that the gift of magic should be used wisely and those who abuse magic will upset the balance of magic in the universe. If the flow is upset, the Riftmaster must ration the magic from the available flow. The Keyholders feel that too much magic current will ultimately result in spells being less effective and could possibly lead to the loss of magic throughout Tellene.

Duties of clerics include teaching and enforcing proper magic use. The Temple of Enchantment often calls upon its clerics to confront those spellcasters who abuse the gift of magic. They sometimes find it necessary to eliminate those who continually abuse their magical prowess.

FRIENDS/ALLIES: The Order of Thought, the Assembly of the Four Corners, the Founder's Creation.
FOES/ENEMIES: The Confuser of Ways, the Temple of Strife, the Halls of the Valiant
SAYINGS: A fool and his magic soon part ways. - Magic used wisely is there when needed. - May your wisdom be as powerful as your spells. - I am magic. - A farewell: Use well your sorcery.

THE BEAR, OLD GRIZZLY, FATHER OF THE TREANT, THE OLD OAK



Othgorr (Fhokki)
Belnar (Brandobian)
Bylenyr (Dejy)
Belanar (Kalamaran)
Bemmini (Svimohzish)
Bealaar (Reanaarese)
SPHERES OF INFLUENCE: Nature
ALIGNMENT: Neutral
SYMBOL: A huge oak tree
DIVINE FOCUS: Silver acorn
PLACE OF WORSHIP: A clearing within an ancient oak forest. These are difficult for non-worshippers to access due to overgrown and thorn-riddled paths guarded by treants or grizzly bears.
HOLY DAYS: Summer and winter solstice
COLORS: Green and brown
ANIMAL: Bear
APPEARANCE: The Old Oak appears on Tellene in one of three forms. The first and most common is that of an ancient, slightly senile druid dressed in ragged clothing and old sandals carrying a worn, oaken staff. The second form is that of a giant grizzly bear. Finally, he sometimes appears as a huge treant.
CHURCH: The Conventicle of the Great Tree
CLERGY: Brotherhood of the Bear
RAIMENT: Clerics wear green and brown robes.
SACRIFICE & FREQUENCY: Plant tree seedlings once per month
ADVANCEMENT: Advancement within the Conventicle of the Great Tree is by protecting nature from the harm of civilization and keeping forests free of dangerous influences. Level titles for clerics are shown in the chart.

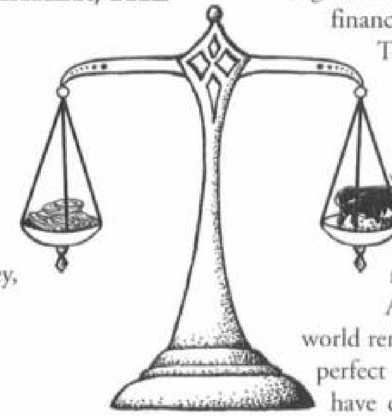
Title
Seed
Seedling
Sprout
Shrub
Sapling
Tree
Oak
Great Oak
Grand Oak
Mighty Oak

CLERICS: Druids and clerics who live in the forest, away from civilization, primarily comprise the Brotherhood of the Bear. They believe that the intelligent races will eventually destroy themselves, allowing nature once again to rule Tellene. Until that time, they consider it their duty to patrol woodlands and other wild areas, protecting them from destruction. Other duties of clerics include planting trees, healing wildlife and passing the ancient songs of the Old Oak to new generations. These songs, sung on holy days in a language known only to the gods, seem sad yet beautiful. Some believe they foretell the destruction of civilization. Until the riddle of the songs is revealed, clerics of the Bear strive to maintain a balance in the world between nature and civilization.

A common quest for the Brotherhood of the Bear is to seek out the oldest treant, the Son of the Old Oak. The Son of the Old Oak is a valuable source of information on how to deal with threats from encroaching civilizations. He has also commanded other treants to aid the Conventicle of the Great Tree in past crises.

FRIENDS/ALLIES: The Assembly of the Four Corners, the Church of the Life's Fire, the Face of the Free, the Temple of the Patient Arrow
FOES/ENEMIES: The Founder's Creation, the Parish of the Prolific Coin, the Conventicle of Affliction, the Temple of Strife, the Home Foundation
SAYINGS: Civilization is merely a term used to rationalize the destruction of life in order to erect dead material things. - To truly live is to feel the sun on your face, the grass between your toes, and not to ponder from whence your next meal comes. - A Brother of the Bear affects eternity since he knows not where his seed will spread.

THE LANDLORD, PROFITMAKER, THE COINMASTER



Hydarr (Fhokki)
Guldwon (Brandobian)
Hydary (Dejy)
Golidirin (Kalamaran)
Gohlnim (Svimohzish)
Fealain (Reanaarese)
SPHERES OF INFLUENCE: Money, business, greed
ALIGNMENT: Neutral
SYMBOL: A golden weight scale
DIVINE FOCUS: A small scale
HOLY DAYS: Early winter is a special time for clerics and worshippers of the Coinmaster. It is at this time that they celebrate a successful trading season.
PLACE OF WORSHIP: Temples are found near open-air markets. They are often extravagantly adorned with fine furnishings.
COLORS: Gold, silver, platinum
ANIMAL: Livestock
APPEARANCE: The Profitmaker appears as a small, thin being adorned in golden silk pants and a blouse with diamond buttons. She wears a silver cloak and carries a platinum walking stick encrusted with diamonds.
CHURCH: Parish of the Prolific Coin
CLERGY: The Profiteers
RAIMENT: Clerics of the Coinmaster must make every effort to be finely dressed from head to toe in the latest of fashions.
SACRIFICE & FREQUENCY: Gems and money each year during the early winter holy days. Ten percent of all money gained in the past year is a typical sacrifice.
ADVANCEMENT: Advancement within the church is solely a function of making money.
CLERICS: The Parish of the Prolific Coin sells services and spells to the wealthy, regardless of race or alignment. They also serve as appraisers, jewelers, moneychangers and lenders. In many regions of Tellene, the Parish has become an essential advisor to government on trade agreements, economic practices and tax collection.

Clerics and worshippers of the Landlord are interested in profit, period. Many would call them swindlers but the Profiteers believe that the pursuit of economic well being is what motivates civilization to grow and prosper. Clerics realize that honesty also has its profit margin in continuing business relationships. Therefore, worshippers who have settled down are usually fair, although shrewd in business transactions.

Title
Apprentice
Trader
Barterer
Clerk
Bookkeeper
Accountant
Treasurer
Financier
Administrator
Entrepreneur
Magnus

The church usually has a significant influence in local government since it assists in the regulation of commerce and the financing of wars. Throughout Tellene clerics of the Landlord often act as ambassadors. During disputes with other countries, the Profiteers make excellent agents and mediators since they are skilled negotiators.

A common quest for the clergy is to seek the world renowned Hapless Diamond, an enormous stone of perfect cut, color and clarity. All who have possessed it have died quickly because of the greed and paranoia imposed by the stone. When the owner dies, the stone instantly teleports to a hidden location. Many Profiteers claim to have seen it, but none has ever laid his hands on it and lived to tell the tale. The clergy has sought it for centuries as the greatest sacrifice.

FRIENDS/ALLIES: The Founder's Creation, the Temple of the Stars, the Church of the Life's Fire
FOES/ENEMIES: The Church of Chance, the Courts of Inequity, the Temple of Strife, the Hall of Oaths
SAYINGS: In this life, one thing counts: in the coffers, large amounts. - Let the buyer beware, the Profiteers are near. - A fool and his money are soon parted. - A greeting: What business have we?

FATE SCRIBE, QUEEN DESTINY, KEEPER OF FORTUNES, SHE WHO SEES ALL, LADY TIME, EMPRESS

Tandarr (Fhokki)
Plondar (Brandobian)
Shardar (Dejy)
Pagari (Kalamaran)
Movan (Svimohzish)
Paag (Reanaarese)
SPHERES OF INFLUENCE: Prophesy, time, fate
ALIGNMENT: Neutral
SYMBOL: Silver crescent moon and three stars on a light green background
DIVINE FOCUS: Silver crescent moon

HOLY DAYS: Crescent moon (Pelselond)
PLACE OF WORSHIP: Temples are often found near, if not within, the capital city of most kingdoms. Altars dedicated to the Fate Scribe can be found in the home of each of her followers.

Title
Seer
Expounder
Guardian of Destiny
Prophet
High Prophet
Timelord

COLORS: Light green and silver
ANIMAL: Crow
APPEARANCE: Queen Destiny appears as a middle-aged woman with shoulder length red hair. She is clad in light green robes trimmed in silver. The Keeper of Fortunes carries the Staff of the Prophets, a walking staff crowned by a crystal ball called the Eye of Knowledge.
CHURCH: The Inevitable Order of Time
CLERGY: The Prophets
RAIMENT: Clerics wear light green robes or tunics with the symbol of Queen Destiny on them. A cleric's level is indicated by the number of small divine foci (crescent moon and stars) on his garment. Guardians of Destiny add silver stripes on their collars, while the High Prophets add a silver cap.
SACRIFICE & FREQUENCY: Burnt herbs every crescent moon
ADVANCEMENT:
Advancement within this religion is based on both finding gifted recruits and skill in foreseeing, telling and fulfilling prophesies.
CLERICS: Clerics of Lady Time are the prophets of the lands. They act as intermediaries between Queen Destiny, her followers and any who would listen to their prophesies. They recognize themselves as the chess pieces in a match played by the gods.

The Prophets believe that mortals should willingly accept the fate that the gods have ordained. Clerics of the Inevitable Order of Time are charged with setting right those mortals who stray from the path of destiny; and eliminating those who wish to disrupt the preordained pattern of events. The gift of prophecy allows them to see the future and, if possible, manipulate the events into occurring.

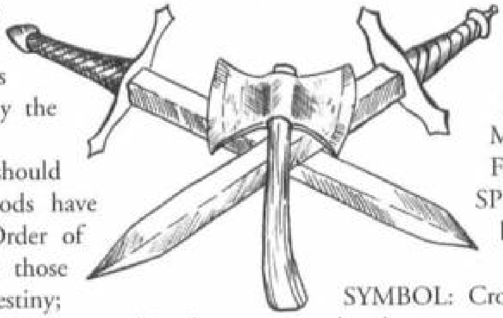
Unlike many clergies who rely on current followers advancing to become new clerics, the Prophets actively seek out and recruit those who have the gift of prophecy. The Fate Scribe lets it be known to her clerics where those who possess the gift can be found. If a newborn has the gift, a cleric will try to locate the child. They inform the parents of the child's gift and urge them to allow the Inevitable Order of Time to tutor the child. When the clergy feels the child is ready, they will ask to take the child to a temple so she may receive a more thorough training. If the parents are apprehensive, the Prophets will attempt to manipulate the parents through the use of magic. If this fails and the child shows great promise, they will usually kidnap the child.

The gift has been known to lay dormant in some people for years before it manifests itself. In these cases, a cleric will approach the person and urge him or her to allow the clergy to develop the gift. Only through formal training at a temple of the Keeper of Fortunes will a person be assured to fully develop their gift. Not all who possess the gift become clerics of the Fate Scribe and not all who have fully developed the gift have been taught by the Prophets (although the latter is very rare).

Adventurers who desire some insight into a mission that they are about to undertake will often approach clerics of Queen Destiny for advise. A cleric will sometimes accompany the group if asked. However, he often reveals only what is necessary in order to avoid tampering with the course of destiny.

FRIENDS/ALLIES: The Temple of Armed Conflict, the Foundation, the Temple of Enchantment, the Congregation of the Dead
FOES/ENEMIES: The Face of the Free, the Courts of Inequity, the Confuser of Ways, the Church of Chance
SAYINGS: Time is the master of all men. - I see all. I am the future. - Things have a way of working themselves out in the end. - Only time is eternal. - For everything, there is a reason. Let fate guide you. - All paths lead to the same consequences. - We are all pawns in the cosmic struggle. - Everything that happens, happens for the best.

BATTLE RAGER, THE RED, SENTINEL OF UNBRIDLED RAGE, THE FEARLESS ONE, BLOOD BOILER, PRINCE OF TURMOIL



Falkker (Fhokki)
Omvleln (Brandobian)
Dokarek (Dejy)
Pagarog (Kalamaran)
Minammozh (Svimohzish)
Feenoo (Reanaarese)
SPHERES OF INFLUENCE: Battle, berserking, chaos, courage
ALIGNMENT: Chaotic neutral
SYMBOL: Crossed swords behind a double-bladed hand axe
DIVINE FOCUS: Small silver sword or double-bladed axe
HOLY DAYS: New moon (Veshemo) and any day of battle
PLACE OF WORSHIP: All battlefields. Temples are erected on the sites of famous battles. Altars are commonly found near military barracks.
COLORS: Blue and red
ANIMAL: Wolverine
APPEARANCE: Battle Rager appears as a stocky, middle-aged being with long, wavy, red hair. Clad in dark blue and red plate mail, the Red wields two large, doubled-bladed hand axes (Bloodletter and Headtaker). He also wields a greatsword (Foeslayer).
CHURCH: The Way of the Berserk
CLERGY: Brothers in Blood
RAIMENT: Clerics of the Prince of Turmoil wear no formal uniforms. However, every cleric must wear a red shoulder sash. Whenever they survive a battle, they add a

black hash mark to the sash. A tiny axe symbol represents ten battles. These clerics take this adornment very seriously and it is never falsely marked.
SACRIFICE & FREQUENCY: Weapons, armor and banners of defeated foes both before and after battle.
ADVANCEMENT: The Way of the Berserk has no formal church order. However, the Brothers in Blood do recognize personal achievements in battle and the loose church hierarchy is based solely on the sash described above. Therefore, a relatively low level cleric who has fought in many battles may be more respected and powerful within the church than an adventuring cleric who has gained much experience in fewer battles.
CLERICS: In battle, clerics of the Battle Rager are whirlwinds of destruction and many consider the Brothers in Blood to be the ultimate in fighting clerics. This is due to their rigorous physical training, their mastery of martial weaponry, and their ferocity in battle. However, individuals rarely follow a plan and do not work well with trained troops in combat. Additionally, clerics of the Red never retreat once engaged in battle.

The training of a cleric of the Red is like the forging of a weapon. There are three training phases for the Brothers in Blood. They are: the Stoking, the Forging and the Whetting. The Stoking involves intense religious training in which the initiate learns how to tap the berserk madness of the Blood Boiler during battle. They also learn to cast spells during battle. The Forging subjects the initiate to rigorous physical training that increases the strength, agility and endurance of the cleric. Initiates also learn how to receive punishment without yielding. The Whetting teaches the initiate how to use the sword or the axe in a lethal fashion. This helps provide them with the courage necessary to face any foe.

Clerics of the Fearless One are children of battle. They often seek employment in mercenary bands or elite guerrilla units, but never with an organized army. They will also join a group of adventurers as long ample opportunity exists to display their prowess in battle. It is well known that they dislike paladins.

One ritual of note among the Brothers in Blood is called the Dance of the Blade. Brothers place bladed weapons on the ground. A barefoot and blindfolded cleric must wildly dance among them. If the cleric can do this and remain uncut by the blades, the Brothers believe the Fearless One will guarantee the cleric victory that day.

A quirk of these clerics is that they are obsessed with understanding the emotions of victims at the instant of death. They will often pause before killing a foe simply to ask, "How does it feel to die?" Some say that a clever answer may spare your life. Others have taken advantage of this lapse to escape death.

FRIENDS/ALLIES: The Thunderer's Temple, the Order of the Passionate One, the Temple of Strife, the Congregation of the Dead
FOES/ENEMIES: The Halls of the Valiant, the Hall of Oaths, the House of Solace, the Temple of Armed Conflict, the Founder's Creation
SAYINGS: Bring back their heads to adorn our hearts. - Spoken to a foe: "If you are scared you will walk away, if you are wise you will run." - Here I stand, bloodied but unbowed, facing the darkness. Give me sport cowards! (Reputedly spoken by the Sentinel of Unbridled Rage himself while helping his followers defeat hordes of giants in the ancient Vrykarr Mountains.)

THE WATCHER, THE WANDERER, PRINCE OF SOLITUDE, THE SOLITARY TRAVELER

Rannorr (Fhokki)
Randor (Brandobian)
Ryjnar (Dejy)
Ranadori (Kalamaran)
Rohsowmi (Svimohzish)
Rounai (Reanaarese)

SPHERES OF INFLUENCE: Wanderers, loneliness
ALIGNMENT: Chaotic neutral
SYMBOL: A winding road disappearing over a hill or a winged staff
DIVINE FOCUS: An intricately carved and decorated walking stick with feathered wings near the top
HOLY DAYS: On particularly windy days, clerics must seek solitude and pray to their deity.
PLACE OF WORSHIP: Isolated places, usually outdoors but may be underground as well
COLORS: Grey, brown, green, white
ANIMAL: Coyote
APPEARANCE: The Watcher has never been known to assume the same form twice. However, some followers believe she observes mortals from time to time through the eyes of a lone coyote.
CHURCH: No formal church
CLERGY: Known as the Watchers
RAIMENT: Clerics wear brown, green or grey robes or tunics and a white belt.
SACRIFICE & FREQUENCY: A good pair of boots once per month
ADVANCEMENT: Advancement in this religion is by travel. These travels are actually quests for wisdom and are assigned to each Watcher by his High Watcher. Sometimes finding the High Watcher is a longer journey than the quest itself. There are no level titles except Watcher and High Watcher.
CLERICS: The Watchers believe that one gains wisdom through life experiences and by observing other cultures. It is the duty of all clerics to spread the influence of the Prince of Solitude to the ends of Tellene and assist in the training of new initiates.

These clerics rarely live in cities. They mostly dwell in the wilderness and travel frequently, wandering from place

to place. When Watchers meet during their travels, it is customary for them to spend a week sharing information relating to the possible whereabouts and activities of other Watchers.

A Watcher is a jack-of-all-trades. They commonly find odd jobs for a brief time in the many different areas in which they travel. These stops in town are usually just long enough to gather supplies or look for new recruits. They prefer to keep their identity secret so that they may better observe others.

A common tactic clerics use to gain initiates is to befriend vagrants. They convince the potential recruit to go on a small journey with them. Along the way, they indoctrinate the target in the teachings of the Wanderer until he or she agrees to join the religion.

FRIENDS/ALLIES: The Thunderer's Temple, the Face of the Free, the Temple of the Stars
FOES/ENEMIES: The House of Shackles, the Founder's Creation, the Home Foundation
SAYINGS: As I walked with myself and talked with myself, myself said unto me; take care of thyself, for nobody but thou cares for thee. - Loneliness inspires the mind. - Wandering may be lonely, but I have met more creatures this year than you will know in your lifetime. - The longest journey begins with just one step. - The mysteries of life you will never understand, until you have been a stranger in a strange land. - One never knows what lies over the next hill. So, go and see.

THE STORM LORD, THE LORD OF THUNDER AND LIGHTNING, BLUEBOLT, THE THUNDERER

Vrykorr (Fhokki)
Weyyel (Brandobian)
Dofededejy (Dejy)
Bilapi (Kalamaran)
Vimanshimozh (Svimohzish)
Bouri (Reanaarese)
SPHERES OF INFLUENCE: Storms, thunder, lightning
ALIGNMENT: Chaotic neutral
SYMBOL: Crossed lightning bolts behind a warhammer
DIVINE FOCUS: Small silver warhammer
HOLY DAYS: Stormy days. Clerics hold a weeklong festival during the spring rainy season.
PLACE OF WORSHIP: Temples of Bluebolt are open air amphitheaters near rugged hills or mountains.
COLORS: Green, blue, silver ANIMAL: None
APPEARANCE: The Storm Lord appears as a tall, massively built being. His eye color changes from green to blue. The Thunderer is clad in soaking wet green robes. He wields a huge warhammer (Stormauger), a Spear (Lightningstrike), or a mace (Thunderclap).
CHURCH: The Thunderer's Temple
CLERGY: Tempestions
RAIMENT: No requirements but Tempestions favor green and blue.
SACRIFICE & FREQUENCY: Silver pieces on stormy days
ADVANCEMENT: Advancement within the church is simply by combat. Church organization varies from region to region. Ranks, titles and responsibilities are nonexistent in some areas. Titles for the Tempestions are shown in the chart.

Title
Fury
Cloud Fury
Rain Fury
Wind Fury
Lightning Fury
Fire Fury
Storm Fury

CLERICS: Those that choose to enter the clergy of the Storm Lord are attracted to the raw brute force and indomitable nature of storms. Many clerics and followers are warriors, but others calling on the Storm Lord are simple farmers, hoping for rain. While entranced with the raw power of weather, followers also recognize the disruption it can cause. They therefore seek to mitigate the ill effects that severe weather can have by attempting to shift these conditions to their enemies.

The Tempestions locate their temples in areas where storms are common. They conduct religious services in stormy weather (magically created, if necessary) and a bolt of lightning striking within the temple usually marks the crescendo of the rites. Tempestions believe this ritual will spare their own followers from severe storms and unleash the full effects elsewhere.

The Tempestions teach that nothing can withstand the power of the storm. The Lord of Thunder and Lightning can turn the greatest mountain and the strongest castle into rubble. The Thunderer can strike down the largest and best trained army in an instant. The Stormlord can easily blow away the largest tree and the biggest ship. When Bluebolt is angered, the wise seek shelter.

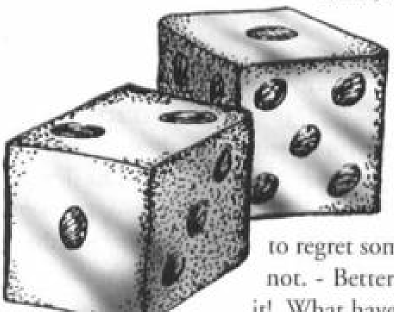
The Tempestions accept into their fold only the strongest and swiftest of those seeking to join. Those that become clerics are like storms during battle; Tempestions are swift, sudden, and violent. They lay waste to all in their path.

Clerics are trained in one and two-handed fighting techniques. The two-handed technique is known as "thunder and lightning." In one hand a cleric wields a bludgeoning weapon (representing thunder) and in the other a dagger (representing lightning).

All clerics must have the symbol of the Thunderer tattooed across their arms and chest. New clerics must craft a weapon with which they will become proficient before leaving the temple. When making this weapon, the cleric must follow certain rituals. A branch from an oak tree that lightning has recently struck must light the forge fire. Pure rainwater must cool the metal. Finally, clerics must name their weapon during a tempest.

FRIENDS/ALLIES: The Assembly of the Four Corners, the Way of the Berserk, the Face of the Freed, the Order of the Passionate One, the Temple of Strife
FOES/ENEMIES: The Temple of Armed Conflict, the House of Solace, the Church of Everlasting Hope
SAYINGS: He who can grasp the lightning rides the storm. - There is a storm coming. And its name is Vrykorr (use regional name here). - Wind and rain, fire and light, rolling thunder give me might. - It is like a bolt from the Thunderer. - It is much better to have lightning in the fist than thunder in the mouth.

RISK, OLD LUCKY, MASTER OF STEALTH, PRINCE OF CHANCE, KING OF THE DICE



Pavorr (Fhokki)
Delneb (Brandobian)
Sevyer (Dejy)
Rigel (Kalamaran)
Mizar (Svimohzish)
Miazaar (Reanaarese)
SPHERES OF INFLUENCE: Thievery, gambling, luck
ALIGNMENT: Chaotic neutral
SYMBOL: Two six-sided dice
DIVINE FOCUS: A pair of silver six-sided dice connected by a silver chain
HOLY DAYS: New moon (Diadolai)
PLACE OF WORSHIP: Anywhere
COLORS: Grey, dark brown, black
ANIMAL: Raccoon
APPEARANCE: Risk appears as a dark cloaked figure of indistinguishable height, whose face is concealed beneath a hood.
CHURCH: Church of Chance
CLERGY: Challengers of Fate
RAIMENT: Clerics favor cloaks and caps in dark colors such as brown, grey or black.
SACRIFICE & FREQUENCY: A pilfered item or an exceptionally risky task. The theft or task must be accomplished on the first day of the week.
ADVANCEMENT: Advancement is based on challenge of superiors. Before advancing, a cleric must defeat a superior in a mission to steal an item for the Church of Chance. A roll of the dice randomly determines the mission that the clerics must undertake. For example: Clerics may be required to steal a magical ring currently in the ownership of a local wizard. If successful, the ring is given to the Church and anything else picked up along the way, the clerics keep for themselves. The higher the clerics' levels, the more risk involved.
CLERICS: Clerics and followers of Old Lucky are aggressive in nature. All clerics train in the finer skills of thievery and gambling. Challenges or bets are made on a daily basis just for the sake of doing so. Sometimes Challengers make these bets simply to put others into a risky situation. A dare gone badly will sometimes be remedied by a cleric of Risk as they are rarely intentionally malicious.

The Challengers of Fate are firm believers in taking advantage of any opportunity to gain something, and they believe that the early bird catches the worm. Thus, when adventuring, clerics of Risk will rise early on the first day of the week and steal something. They enjoy taking full advantage of the hospitality of others to set them up as the victims of a con. A Challenger's main goal is to dupe her victim, leaving him none-the-wiser.

Old Lucky never grants favors to his clergy or followers without a dare or bet being involved. He rewards worshippers for taking chances, regardless of the outcome. The Church of Chance runs legal and illegal gambling houses and controls many thieves' guilds.

FRIENDS/ALLIES: The Confuser of Ways, the Temple of Strife, the Order of the Passionate One, the Parish of the Prolific Coin
FOES/ENEMIES: The Founder's Creation, the Fraternal Order of Aptitude, the Hall of Oaths, the Courts of Justice
SAYINGS: A first impression is your best chance to take advantage of someone. - Nothing ventured, nothing gained. - Better to regret something you've done than something you have not. - Better to ask forgiveness than permission. - Go for it! What have you got to lose? - With sure swift fingers, no money lingers.

THE LAUGHER, THE PASSIONATE ONE, KING OF CLIMAX, FATHER OF WINE, MASTER OF THE GRAPE

Kholnarr (Fhokki)
Malmsey (Brandobian)
Zymur (Dejy)
Kasatori (Kalamaran)
Neshvan (Svimohzish)
Oowaaw (Reanaarese)
SPHERES OF INFLUENCE: Passion, wine
ALIGNMENT: Chaotic neutral
SYMBOL: Fresh grapes, wine berries or a gaping mouth as if screaming or anticipating a large quantity of wine
DIVINE FOCUS: A small sculpture of wine berries
HOLY DAYS: During severe storms clerics must smash or destroy valuable items while shouting at the top of their lungs, preferably when drunk. They follow this behavior with hysterical laughter.
PLACE OF WORSHIP: Anywhere
COLOR: Purple
ANIMAL: Hyena
APPEARANCE: The Passionate One never takes the exact same form twice so there is no accurate representation of the Laugher's form on Tellene.
CHURCH: The Order of the Passionate One
CLERGY: The Passionate Peoplehood
RAIMENT: Purple robes and outlandish hats ranging

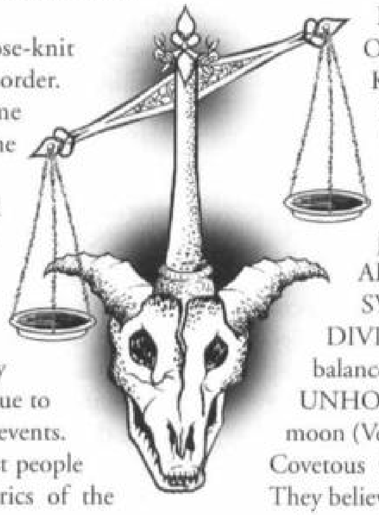
anywhere from a jester's cap to an executioner's hood. Most Passionate People have considerable collections of headgear.
SACRIFICE & FREQUENCY: Valuable items as described under holy days
ADVANCEMENT: As a very loose-knit group, there is no formal church order. However, clerics gain personal fame within the Order of the Passionate One through impressive sacrifices.
CLERICS: The Passionate Peoplehood believes that the passion of any emotion will attract the favor of their god. They are equally content when blissfully happy, lusty or in a mad rage, as long as the feeling is intense. They enjoy a good brawl or an orgy equally due to the intense emotions evoked by such events. Because of these emotional swings, most people have difficulty getting along with clerics of the Passionate One.

In most areas, the Order is a poorly organized, underground group. Those who dwell in cities spend most of their time in jail. Aside from the minor public disorder the Peoplehood may cause, they are sometimes involved in plots to steal valuable items as a sacrifice to the King of Climax. During severe storms, clerics are sometimes found wandering drunk in nobles' houses searching for valuables to destroy.

Most worshippers of this deity are winemakers who tolerate the more eccentric activities of the Peoplehood. Successful crops and endorsements from the Order are some of the benefits that they may receive for suffering with what many of them believe to be drunken fools. In some places there is a delicate balance between the Order and the local government, especially if there is a powerful winemakers' guild supporting the Laugher's clerics.

The Order of the Passionate One has no set rules, so cults vary regionally. However, one consistent and unbreakable rubric of this faith is that wine (or any liquor) must never be wasted or destroyed. Those who are familiar with this will leave bottles of wine perched precariously on windowsills or leaning against doors to discourage break-ins by the superstitious clerics.

FRIENDS/ALLIES: The Thunderer's Temple, the Temple of Strife, the House of Vice, the Church of Chance, the Theatre of the Arts
FOES/ENEMIES: The Fraternal Order of Aptitude, the Founder's Creation, the Hall of Oaths, the Courts of Justice, the Home Foundation
SAYINGS: Finish that one so I can pour you another! - That sure is a beautiful necklace you have there... - I'm not ash think asth your drunk I am, magish-thrart, hee hee. - Really! I thought this was my estate. I must have been confused by the storm and all. - Shut up and finish your wine! - See you next year in Shyta-na-Dobyo! - If you can't laugh with 'em, slug 'em! - Nothin' gets the blood pumpin' like a good brawl.



THE CORRUPTER, THE QUEEN OF INEQUITY, JEALOUS EYE, MISTRESS OF SPITE, THE COVETOUS ONE

Enard (Brandobian)
Ojob (Dejy)
Kar'soloti (Kalamaran)
Namona (Svimohzish)
Takkarkk (Fhokki)
Zoolaa (Reanaarese)
SPHERES OF INFLUENCE: Injustice, envy, jealousy
ALIGNMENT: Lawful evil
SYMBOL: Tipped scales resting on a goat's skull
DIVINE FOCUS: Tiny golden scales that never balance
UNHOLY DAYS/ RITUALS: The three days of the half moon (Veshemo) are considered unholy. Additionally, the Covetous Ones celebrate a special day in late summer. They believe, that on this day, somewhere in Tellene, a good and just ruler is being toppled. This becomes a particularly celebrated day if the coup actually occurs in their area.
PLACE OF WORSHIP: Temple. The Courts themselves are stately structures, built on huge, majestic estates. They are equipped with enormous law libraries, one or more formal courtrooms and at least two opulently furnished ballrooms. The temple proper is invariably located in an underground ballroom. The Covetous Ones fill their temples with valuable relics purloined from other churches. Additionally, the altars are inlaid with precious metals and gems because the Jealous Eye needs the best.
COLOR: Green
ANIMAL: Goat
APPEARANCE: The Mistress of Spite appears as a stunningly beautiful queen, lavishly dressed in the finest, most expensive garments. She always wears priceless jewelry and a gorgeous diamond encrusted tiara.
CHURCH: Formally called the Courts of Inequity
CLERGY: The Covetous Ones
RAIMENT: Human and demi-human clerics are always well dressed in the latest fashions when traveling through towns. See the chart for ceremonial garb.

Court Title	Raiment
Follower of The Eye	brown tunic
Aspirant of The Eye	yellow tunic
Servant of The Eye	olive tunic
Bailiff of The Eye	green tunic
Representative of The Eye	brown robes
Advocate of The Eye	yellow robes
Counselor of The Eye	olive robes
Magistrate of The Eye	green robes
Judge of The Eye	green robes with white dots
Sheriff of The Eye	green robes with white circles
Cleric of The Eye	green robes - with a white circular pattern
High Cleric of The Eye	as Cleric plus red circular pattern mixed concentrically with the white
High Queen of the Jealous Eye	as High Cleric plus green eye in the center of the pattern

SACRIFICE & FREQUENCY: The monthly sacrifice is a particularly beautiful or valuable object preferably plundered from some good church.

ADVANCEMENT: Advancement within this church is granted by a simple majority vote of all above a cleric's level. The favor of higher level clerics is gained through valuable gifts and loyalty. Often, ambitious clerics try to gain an advantage in the voting by spreading false rumors about those competing for the same position. This system tends to keep the lower level clerics under control but the political maneuvering for votes can become deadly.

CLERICS: The Covetous Ones are almost always born of high lineage, although normal followers can be of any social class. They recruit new clerics only from the nobility. Famous, wealthy and noble converts are the ultimate prizes, for the Mistress of Spite needs and deserves only the finest clerics. Many congregants are also members of the Secret Network of the Blue Salamander and some clerics are reputed to be high-ranking officials of the Network.

In an effort to spread envy and obtain a constant flow of new recruits, clerics of the Covetous One host huge parties and extravagant balls at the Courts of Inequity. They invite only the most fashionable members of the rich and social elite. In most areas, the nobility will do anything to attend the ball. During these affairs, the Covetous Ones will do their utmost to spread envy and jealousy among the gentry. It is usually not difficult to find recruits among the nobility, especially after a ball. However, when new congregants cannot be found, cradle robbing and kidnapping may be employed.

The Covetous Ones know that their Queen revels in the misery of good people who are unjustly treated. Thus, they strive to cause the faultless to be blamed for acts they did not commit while the guilty roam free. To this end, clerics of the Corrupter offer their services to the local ruler as justices or magistrates. Clerics of the Jealous Eye will then try to gain authority in the local court system so they may ruin the lives of the innocent with their warped interpretation of the law.

The clerics will always volunteer the use of the Courts of Inequity to the local lord, free of charge. Most lords find this proposal very attractive because it eliminates the need to spend time and money operating their own courthouse. Rulers who accept this seemingly gracious proposition soon find their justice system falling further and further into the hands of the Covetous Ones. When the clerics wield absolute judicial authority, they take heavy bribes and charge outrageous fees for hearing even the simplest case. In any event, the rulings are typically inequitable, harsh and cruel.

The religion is also popular among evil humanoids, especially those at odds with humans. The Corrupter likes the way they kill and steal to reap the fruits of the more industrious races. These cults are, however, looked down upon by human and demi-human clerics and are not even considered part of the formal Court Order.

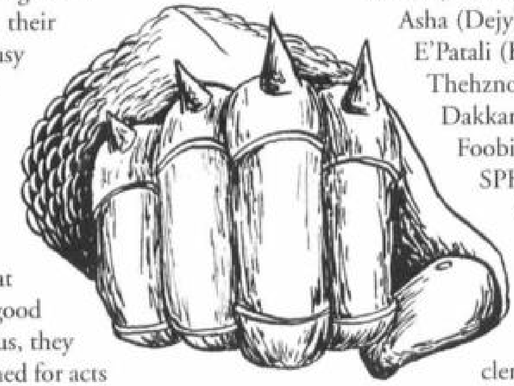
Followers and clerics of the Mistress of Spite guard their own possessions to the point of paranoia. Traps set by them are usually very destructive since they would rather see both the item and the thief destroyed than risk losing something once owned. This attitude keeps the local thieves' guild from plundering the Courts of Inequity.

FRIENDS/ALLIES: The Church of Endless Night, the House of Shackles, House of Scorn, House of Knives

FOES/ENEMIES: The Courts of Justice, the Face of the Free, the Hall of Oaths, the Halls of the Valiant

SAYINGS: It's not whether you win or lose, it's how you bend the rules. - Don't you wish you had a necklace as beautiful as hers? - If it wasn't for that incredibly ugly scar, you might be as handsome as he. - You know he doesn't deserve that fine, silk hat. Go ahead. Take it, I won't tell.

THE OVERLORD, THE OPPRESSOR, TYRANT OF TELLENE, ENEMY OF THE FREE, BRINGER OF THE NEW ORDER, YIELDER TO NONE, HE WHO BRINGS GODS LOW, SHACKLES



Velmn (Brandobian)
Asha (Dejy)
E'Patali (Kalamaran)
Thehzno (Svimohzish)
Dakkar (Fhokki)
Foobi (Reanaarese)

SPHERES OF INFLUENCE: Oppression, slavery

ALIGNMENT: Lawful evil

SYMBOL: Mailed fist. After being accepted into the House of Shackles, clerics are branded with the symbol of the Oppressor upon their chests, marking them as servants to the Overlord.

DIVINE FOCUS: Gauntlet worn on the right hand

UNHOLY DAYS: Summer solstice

PLACE OF WORSHIP: Underground temples

COLORS: Red and brown

ANIMAL: Draft horse

APPEARANCE: The Overlord appears either as a disfigured old man or an immense thirty-foot tall being.

CHURCH: The House of Shackles

CLERGY: Bringers of the New Order

RAIMENT: See chart. Clerics below the level of Subjugator wear brown leather headbands, emblazoned with the symbol of the Overlord.

SACRIFICE & FREQUENCY: Heart of a captured escapee once per month.

ADVANCEMENT: Advancement in the House of Shackles is gained either through vacancies in the order or through challenge of superiors. Advancement through vacancies means simply waiting for those above the cleric to advance or die. When this occurs the next cleric in line will

Title	Number	Garb	Insignia †
Servant	any	manacles	none
Disciple	any	plain white robes	none
Shackler	6142	brown robes	none
Warden	3070	brown robes	one stripe
Slave Driver	1534	brown robes	two stripes
Brander	766	brown robes	three stripes
Slave Master	382	brown robes	four stripes
Subjugator	190	brown robes, brown hood	one thick stripe
Slave Trader	94	brown robes, brown hood	two thick stripes
Oppressor	46	brown robes, red trim, brown hood	three thick stripes
Grand Oppressor	22	brown robes, red trim, red hood	four thick stripes
Master of the Whip	10	red robes, hood, Master mask	none
Grand Master of the Whip	4	red robes, hood, Grand Master mask	none
High Cleric of the Whip	1	red robes, brown trim, hood, High Cleric mask	none

† All insignias are in black

fill the vacancy. Advancement of this type is slow, especially beyond the level of Slave Driver. Therefore, most Bringers opt for the aggressive improvement of their rank through challenging superiors.

Challenge does not have to be in the form of combat; it may be a hunt for an item, a contest of taking slaves, etc. However, the superior chooses the contest and if the challenger loses, he is not allowed to challenge again for one year. If the superior loses, she is demoted and the challenger assumes her position in the House of Shackles.

Only a limited number of clerics worldwide may hold levels above that of Disciple. Additionally, clerics within a rank are given a number corresponding to their position within that rank, the lower the number, the higher the position. Thus, every Bringer above the level of Disciple knows his exact station.

CLERICS: The Bringers of the New Order are bent on world domination with the House of Shackles becoming the sole political, economic, military and religious power throughout Tellene. They believe that they can, and will, conquer the world for their diabolical Master. When that day comes, their god will indeed become the Tyrant of Tellene. The Bringers will do whatever it takes to attain this goal.

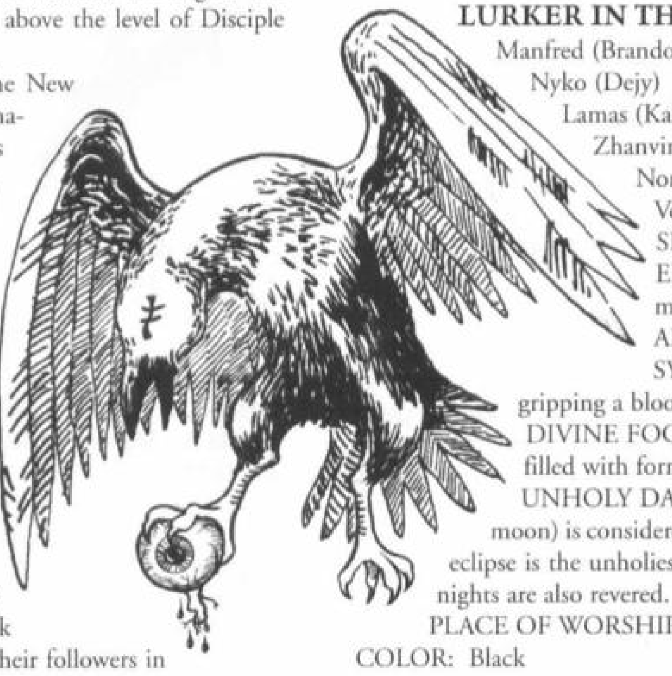
Clerics of the Oppressor rarely use brute force to enslave a land. They prefer to work within a government, placing their followers in positions of political power or dominating the current ruler and forcing him to do their bidding. They generally dominate through insidious psychological brainwashing, though they have been known to use less subtle methods on occasion. In any event, the ruler is usually the last to believe he is under the sway of another. If all else fails, Bringers may try blackmail.

In small towns, Bringers may appear as saviors by defending a town from brigands (usually hired by the clergy) or by providing free slave labor to help plant and harvest crops for a starving village. Once they have established themselves within a society, they manipulate the populace to instill their evil ways. Those who do not bow before the Overlord are enslaved. In more remote areas, and when the situation dictates, the clergy may employ swifter and more brutal tactics.

Bringers of the New Order are well trained in the tactics of intimidation, fear and the art of breaking their victim's spirit. By mentally, physically and emotionally dominating their prey, Bringers remove their victims' ability to think for themselves.

FRIENDS/ALLIES: The House of Scorn, the Order of Agony, the Temple of Sleepless Nights, the Parish of the Prolific Coin
FOES/ENEMIES: The Face of the Free, the House of Solace, the Parish of love, the Halls of the Valiant
SAYINGS: To feel the whip is to feel the burning kiss of the Overlord. - Let your scars be a reminder of who is the master and who is the slave. - My words are your thoughts, we are one. - The will of the Overlord cannot be denied. - Our enemies will be crushed in the fist of the Oppressor.

THE DARK ONE, BLACKSOUL, BLACKMOURN, DEVOURER OF LIGHT, EYELESS ONE, RULER OF THE NIGHT, LORD MIDNIGHT, LORD TWILIGHT, LURKER IN THE VOID



Manfred (Brandobian)
Nyko (Dejy)
Lamas (Kalamaran)
Zhanvim (Svimohzish)
Norakk (Fhokki)
Voomau (Reanaarese)

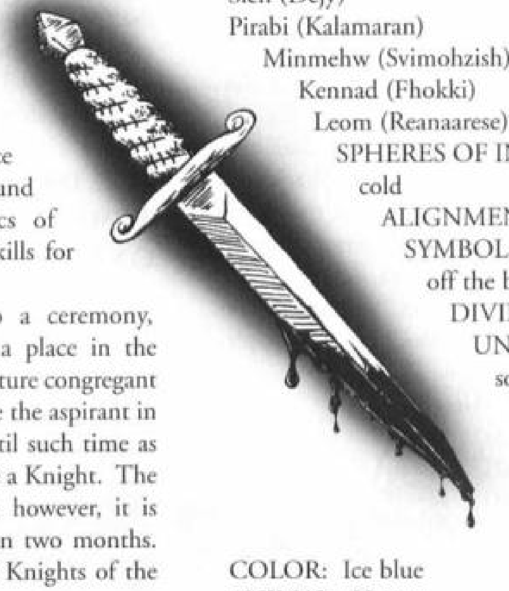
SPHERES OF INFLUENCE: Dusk, darkness, moonless nights
ALIGNMENT: Lawful evil
SYMBOL: An eyeless raven gripping a bloody eye
DIVINE FOCUS: A small leather pouch filled with former sacrifices
UNHOLY DAYS: Any lunar eclipse (new moon) is considered an unholy day, but a solar eclipse is the unholiest day of all. Overcast, dark nights are also revered.
PLACE OF WORSHIP: Underground temples
COLOR: Black

ANIMAL: Bat
APPEARANCE: The Dark One always appears as a shapeless, amorphous cloud of complete blackness.
CHURCH: Church of Endless Night
CLERGY: Knights of the Black Pit
RAIMENT: Knights of the Black Pit wear jet black robes and hideous, eyeless masks.
SACRIFICE/FREQUENCY: Sacrifices are visual organs, preferably from a sentient being. These are used to create divine foci.
ADVANCEMENT: To climb the church ladder, one must gather sacrifices and slay members of the Order of Light. Church titles are as shown in the chart.

Title
Dark Friend
Night Holder
Day Destroyer
Darkrider
Darkknight
Darkdeath
Duskmaster
Moon Slayer
Pitmaster
Sun Slayer
Nightmaster

CLERICS: The Knights of the Black Pit dedicate themselves to smothering Tellene in total darkness. They fanatically adhere to the teachings of the Book of Endless Night, an unholy writing from a bygone era. The ancient manuscript speaks of the Time of the Void, a time when Lord Midnight will devour the sun and Tellene will be cloaked in eternal blackness. The Church of Endless Night teaches that when the Assembly of Light and its allies are destroyed, this prophecy will come to pass.

Besides vigilantly opposing the Assembly of Light, the Knights of the Black Pit are constantly preparing themselves for the Time of the Void. Because these clerics believe the world will be devoid of light, they regularly practice combat in total darkness and in underground or confined areas. Additionally, clerics of Blackmourn learn the necessary survival skills for life below the surface.



Each potential cleric must undergo a ceremony, known as the Cleansing, before earning a place in the clergy. A group of Dark Friends place the future congregant at the bottom of a dark pit. They then leave the aspirant in the pit, providing only food and water, until such time as the Pitmaster believes he is ready to become a Knight. The time varies, depending on the individual; however, it is seldom less than a year and never less than two months. The aspirant then trains in the way of the Knights of the Black Pit.

A form of the Cleansing is also performed on unwilling participants, usually children and those whose eyes have been taken for sacrifice. The victim is brainwashed to believe that only the Eyeless One can give them the power to see again. As they adapt to their new environment and learn to function in the dark, they come to believe that the Knights are correct. At this time the brainwashing is complete and the victims are admitted to the congregation.

Upon becoming a Darkknight, each cleric must display his unswerving loyalty to the Dark One by removing his left eye. When a cleric attains the level of Pitmaster, he must remove his right eye. These acts of reverence are followed by a day-long celebration.

Just as important as the removal of a cleric's own eyes is bringing the bounty of her god to another. Therefore, when in battle, these clerics will strike for their opponent's visual organs. A Knight will taunt and goad his opponent into speaking; this allows the cleric to home in on his foe's eyes.

The Lurker in the Void is extremely popular among underground races such as dark dwarves, dark elves and various humanoid cultures.

FRIENDS/ALLIES: The Temple of Sleepless Nights, the Courts of Inequity
ENEMIES/FOES: The Assembly of Light, the Church of the Silver Mist
SAYINGS: Darkness is enlightenment. - The black void is near. - He shall swallow the light and consume the soul. - See the darkness. - Blessed are the blind for they see only the darkness.

THE FLAYMASTER, ICE HEART, SLOWDEATH, THE HOOD, COLD DEATH, THE KNIFE, ICEBITE, THE PRINCE OF SUFFERING, THE CRUEL MASTER, SCOURGE OF TELLENE

Elnamna (Brandobian)
Slen (Dejy)
Pirabi (Kalamaran)
Minmehw (Svimohzish)
Kennad (Fhokki)
Leom (Reanaarese)
SPHERES OF INFLUENCE: Pain, torture and cold
ALIGNMENT: Lawful evil
SYMBOL: Dagger with blood dripping off the blade
DIVINE FOCUS: Bloodied dagger
UNHOLY DAYS: The winter solstice is the highest unholy day. Monthly, it is the new moon (Veshemo).
PLACE OF WORSHIP: Torture chambers, mountain temples
COLOR: Ice blue
ANIMAL: Hornet
APPEARANCE: Ice Heart appears as a thin being dressed in black leather with a black studded leather hood. She speaks in a low raspy voice and has penetrating gray eyes.
CHURCH: Order of Agony
CLERGY: Ministry of Misery
RAIMENT: Ministers of Misery dress in black leather and wear studded leather executioner-style hoods. Rank within the Ministry is designated by the type of hood worn.
SACRIFICE & FREQUENCY: Healthy, strong individuals tortured for the entire month of Frosting. On the eve of the winter solstice, the clerics will stake their prisoners in the snow for a slow, agonizing death.

Title	Hood
Giver of Grief	no studs
Wielder of Woe	iron studs
Supervisor of Suffering	steel studs
Master of Misery	brass studs
Tormentor	bronze studs
Provider of Pain	copper studs
Assignor of Anguish	silver studs
Distributor of Agony	gold studs
Torturer	platinum studs
Ice Priest	gems†

ADVANCEMENT: Before a cleric can advance in rank he must undergo torture by the other, higher level clerics. If the aspiring cleric survives, he advances to the next level in the church. Because of these rituals, all members of the Ministry have horrible scars and some are greatly disfigured. Scars almost completely cover higher level clerics.

When a cleric is ready to become an Ice Priest, he is tortured repeatedly in a week-long ceremony and, if he survives, he becomes an Ice Priest. Once a cleric is ordained as Ice Priest he is taught the death of a thousand screams, a special torture invented by Cold Death herself.

†More valuable gems indicate higher level Ice Priests. It is rumored that the Grand Theocrat's hood is completely encrusted with brilliant diamonds.

CLERICS: The Order of Agony is ordained and dedicated to inflicting pain and suffering on others in the name of the Flaymaster. The Ministry of Misery zealously carries out its commandment and has consequently raised torture to an art form. Because of their skill, rulers often employ clerics of Slowdeath as torturers or interrogators.

Clerics of the Hood seek to inflict agony on each and every being in the world. The Ministers believe that through pain and anguish, the masses will learn that only the Flaymaster can ease their torment. The Order of Agony teaches its disciples that world domination is the best way to attain their objectives. The Order has recently taken steps in this direction by founding the Theocracy of Slen. They believe that through their evil country the Order can bring pain to all the surrounding nations and ultimately to all of Tellene. Worshippers of the Flaymaster who work as torturers or reside in foreign nations have been commanded to gather intelligence for the Grand Theocrat. See the Theocracy of Slen for more details.

FRIENDS/ALLIES: The House of Knives, the Temple of Sleepless Nights, the Fraternal Order of Aptitude, the House of Shackles, the Temple of the Three Strengths

FOES/ENEMIES: The Church of Everlasting Hope, the House of Solace, the Church of the Night's Beauty, the House of Vice. The Ministers of Misery loathe the Conventicle of Affliction.

SAYINGS: Better than a sharp stick in the eye. - I want to hear you scream. - If you beg for mercy I'll stop, oh that's right, you've got no tongue, ha ha ha. - Take a stake to him. - Feel my pain. - Life is pain.

HARVESTER OF SOULS, RULER OF THE DEAD, BRINGER OF THE GRAVE, KING OF THE UNDEAD, LORD OF THE UNDERWORLD

Blonlen (Brandobian)
Kygyryr (Dejy)
Galapiti (Kalamaran)
Zazimash (Svimohzish)
Nytharr (Fhokki)
Xiznoom (Reanaarese)

SPHERES OF INFLUENCE: Death, underworld

ALIGNMENT: Neutral evil

SYMBOL: Skull and scythe

DIVINE FOCUS: Small golden sickle

UNHOLY DAYS: Harvest moon (Veshemo during the autumnal equinox). This is the high unholy day, known as the Soul Harvest.

PLACE OF WORSHIP: Temples and altars dedicated to the Harvester of Souls are located in or beneath graveyards.

COLORS: Black, bone white

ANIMAL: Skeletal dragon

APPEARANCE: The Ruler of the Dead appears as an extremely tall and thin man with wisps of white hair and two red glowing yet empty eye sockets. The Harvester of Souls wears a black robe and wields a large scythe.

CHURCH: The Congregation of the Dead

CLERGY: The Harvesters

RAIMENT: Like their patron, these clerics are clad in jet black, flowing robes. All clerics but Novitiates wear pendants.

SACRIFICE & FREQUENCY: Humans or other sentient beings every full moon (Veshemo). During the Soul Harvest as many souls as possible are offered. Many congregations hold prisoners for months in anticipation of this day. In addition to the usual sacrifices, at least one cleric is offered up to the Harvester of Souls. The sacrificial cleric can be from any religion and a member of the Congregation of the Dead is offered if no other cleric is available.

ADVANCEMENT: Advancement within the Congregation of the Dead is by number of souls harvested, seniority and undead status. Level within the church is indicated by the type of gem worn on their pendant.

CLERICS: The Harvesters are the Lord of the Underworld's messengers of death and collectors of souls.

They are well known for their eagerness to take a life and their willingness to die while taking one. Members of the Congregation kill for the sole purpose of sending the souls of their victims to their Lord. The Harvesters believe that the Bringer of the Grave needs souls of victims in order to gain enough strength to enter the world and make the other gods submit to his will.

Title	Gem
Novitiate	no pendant worn
Messenger	no gem
Collector	malachite
Butcher	hematite
Malefactor	azurite
Fiend	white onyx
Hellion	sardonyx
Reaper	amber
Harvester	jet
High Harvester	black sapphire

The Harvesters know that through their actions and devotion to the King of the Undead they will be rewarded at death by being granted undead status. The number and strength of the souls that a cleric takes directly reflect on his future undead status and dying while attempting to take a soul is said to grant automatic undeath. However, many clerics fear dying before harvesting enough souls and thus attaining only zombie status. Therefore, there is a great tension between risking an early death to slay powerful foes who presumably have strong souls or going the slow but safe route of butchering helpless peasants and children. The ultimate goal, of course, is never to actually die, but to become a lich.

Many powerful High Harvesters of the Congregation of the Dead are actually vampires or liches that serve their dark god eternally. Wights, wraiths, ghouls and other intelligent undead also serve the Bringer of the Grave. These undead clerics typically do not allow their victims to become undead, for such status is only for the deserving. Powerful individuals, such as adventurers, are, however, considered to be highly prized victims that are worthy of serving in this capacity.

The Harvesters adorn their weapons and themselves with skulls. The skulls on their weapons are designed in such a way as to cause an eerie whistling when they wield them. The sounds created by a group of clerics in combat will send shivers up the spine of even the bravest warrior.

FRIENDS/ALLIES: The Inevitable Order of Time, the Temple of Armed Conflict, the Way of the Berserk, the House of Knives, the House of Hunger, the Conventicle of Affliction

FOES/ENEMIES: The Church of Everlasting Hope, the Church of Life's Fire, the Parish of Love, the Temple of the Three Strengths, the House of Solace

SAYINGS: It is time. - Time to see the King. - He is the final word, the end for all. - There is no use in trying, you cannot avoid him. - When the Ruler calls, all beings answer. - Undeath is the culmination of all existence. - Before slaying another: Your soul is ripe. - Teachings: The only glory greater than dying for the Master is bringing his bounty to another.

LOCUST LORD, HARBINGER OF HUNGER, BARON OF STARVATION, PROVIDER OF FAMINE, CROPSLAYER, BEASTFOULER, GLUTTONOUS ONE, DEVOURER OF ALL

Calnsib (Brandobian)
Shynadyr (Dejy)
Alu (Kalamaran)
Zhazaz (Svimohzish)
Dhadd (Fhokki)
Eoru-Roerar (Reanaarese)

SPHERES OF INFLUENCE: Famine, hunger, starvation

ALIGNMENT: Neutral evil

SYMBOL: Goblet with a hole in the bottom and death oozing out

DIVINE FOCUS: Ornate goblet with a hole in the bottom

UNHOLY DAYS: Waning moon (Diadolai). Winter is an especially unholy season for the Gaunt.

PLACE OF WORSHIP: Wilderness temple

COLORS: Grey and burgundy

ANIMAL: Locust

APPEARANCE: A large, grotesque and inconceivably obese being with tiny arms and legs. The gluttonous Locust Lord is always munching on some morsel of rich food.

CHURCH: The House of Hunger

CLERGY: The Gaunt

RAIMENT: Grey robes are worn by followers and worshippers. Burgundy colored robes are worn by the Gaunt. Level within the House of Hunger is denoted by the color of the trim on the hood and cuffs. Clerics and followers alike wear brass skullcaps.

SACRIFICE/FREQUENCY: Livestock and burnt or spoiled crops during the waning moon. Clerics fast when a special favor is required and may not eat for at least twelve hours before praying for spells. Prisoners are always starved as a tribute to the Cropslayer.

ADVANCEMENT: Advancement is through nomination and then election (both are done by superiors). Clerics must fast for two weeks, taking in only liquids before advancing to the next position.

CLERICS: Clerics and followers of the Beastfouler practice fasting as a way of life. They sacrifice food and fast to appease their god. To spread famine, the Gaunt will secretly destroy a town's food source. This usually involves the poisoning of livestock and the burning of crops. Then, when all seems lost, the evil clerics march into town leading carts laden with food. Under the guise of saviors, they will attempt to become town council members or officials. If successful, they will soon gain control of the town's food

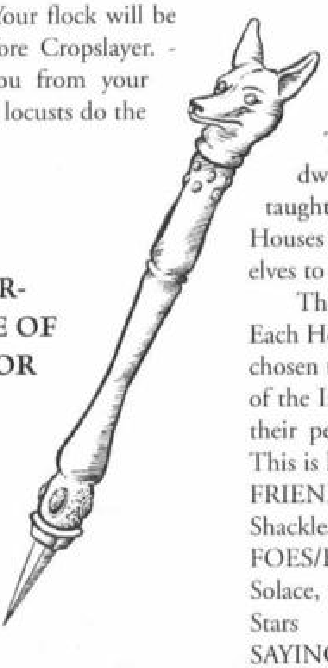
supply. Slowly they will cut back on the food, telling stories of failed crops, locust swarms and diseased livestock.

When the townsfolk become weak and dependent, the Gaunt begin to actually starve them. This, of course, causes anger, usually to the point of revolt. The Gaunt handle this rebellious behavior by agreeing to redistribute the available food. They give no food at all to the biggest protesters and give the dissidents' shares to the others. The Gaunt take the main protesters captive and secretly starve them as a sacrifice to the Cropslayer. They inform the others only that the naysayers departed for greener pastures and that those remaining may help themselves to the deserters' food, land and valuables. Most townsfolk neither complain nor dare question this new boon.

When rebellion becomes inevitable, the Gaunt will destroy whatever is left of the food stores and flee. Done properly, the Gaunt will depart just before winter, leaving the town with no food supplies during the upcoming cold season.

FRIENDS/ALLIES: The Conventicle of Affliction, the Congregation of the Dead
FOES/ENEMIES: The Church of Everlasting Hope and the Home Foundation
SAYINGS: The green horde cometh. - Your flock will be stricken and your crops will wither before Cropslayer. - Only the Gluttonous One can save you from your hunger. - We will swarm our enemies like locusts do the fields.

EMPEROR OF SCORN, THE DESPISER, SLAYER OF THE INFERIOR, LORD OF INTOLERANCE, HATEMONGER, PURGE OF TELLENE, HATER OF ELVES (OR DEJY, HALFLINGS, HOBGOBLINS, KALAMARANS, ETC.)



Mormov (Brandobian)
Thananany (Dejy)
P'Rakeke (Kalamaran)
Slazhozh (Svimohzish)
Jhekkarr (Fhokki)
Peasor (Reanaarese)
SPHERES OF INFLUENCE: Hate, bigotry
ALIGNMENT: Neutral evil
SYMBOL: Golden scepter on a blue background
DIVINE FOCUS: Small golden scepter
UNHOLY DAYS: Quarter Moon (Diadolai)
PLACE OF WORSHIP: Temples in cities and large towns. Huge cathedrals exist in Eldor and other intolerant nations. Altars are also found in righteous lands, however, these are well hidden in cellars and the like.
COLORS: Gold, dark blue
ANIMAL: Jackal
APPEARANCE: The Despiser appears as a perfect physical specimen of the same race as the observer. When angry, the Emperor of Scorn changes his facial features to those of a jackal.
CHURCH: House of Scorn
CLERGY: The Purgers
RAIMENT: Golden robes are worn during ceremonies and lynchings, otherwise the clerics dress normally.
SACRIFICE & FREQUENCY: Lynchings, performed at least once a month. Victims are usually foreigners or races considered inferior. If a lynching is not possible, clerics must desecrate or destroy works of art or other goods that are representative of, and have strong sentimental value to, another race.
ADVANCEMENT: Although this religion varies from region to region, advancement is usually attained through seniority and number of converts gained.
CLERICS: Different sects of the House of Scorn exist in all nations. Each race and every kingdom has a different church. Although these sects sometimes cooperate, they are frequently at war with one another. This is entirely due to the teachings of Hatemonger.

The Purgers of each cult preach hatred and scorn for all other races, peoples, nations and religions. This naturally causes each House to despise the others. Alliances are formed only when it is mutually beneficial to put aside their differences, such as when a more hated third party is present.

Each House of Scorn attempts to breed hatred and anger toward the other races. This extends to prejudices between the different human races. Thus, Fhokki are instructed to not only detest dwarves, but other humans as well and wood elves are taught to hate high elves, etc. It is said that it was the Houses of Scorn that caused the high elves and the dark elves to war when Tellene was still young.

The Purgers preach the superiority of their own race. Each House of Scorn teaches that its congregation has been chosen to rule over all. To this end, the clerics of the Slayer of the Inferior seek to cleanse the taint of other races from their people. Foreigners are either enslaved or lynched. This is known as the Purging.
FRIENDS/ALLIES: The Courts of Inequity, the House of Shackles, the House of Knives
FOES/ENEMIES: The Parish of Love, the House of Solace, the Church of Everlasting Hope, the Temple of the Stars
SAYINGS: Love and friendship are for the weak and ignorant. - Unity and purity are most noble goals. - We shall not rest until the land is pure. - Those of our kind that oppose us shall be the first to die. - It's the drop for you, half-breed!

THE UNSEEN ONE, THE SELLER OF SOULS, THE SILENT SLAYER, FATHER OF MURDER, PROVIDER OF RETRIBUTION, THE VENGEFUL ONE, THE VINDICATOR, THE AVENGER

Frinta (Brandobian)
Dotogyr (Dejy)
P'Lipu (Kalamaran)
Imohn (Svimohzish)
Skrokkor (Fhokki)
Zael (Reanaarese)
SPHERES OF INFLUENCE: Murder, revenge
ALIGNMENT: Neutral evil
SYMBOL: Skull-headed scorpion with blood dripping from its stinger
DIVINE FOCUS: Silver scorpion
UNHOLY DAYS: New moon (Veshemo and Diadolai)
PLACE OF WORSHIP: Underground temples
COLORS: Red and black
ANIMAL: Scorpion
APPEARANCE: The Seller of Souls appears as a short, thin being with jet black hair and eyes. He is clad in black leather and cloak.
CHURCH: House of Knives
CLERGY: The Veiled Priesthood
RAIMENT: The Veiled Priesthood wear red robes and/or black armor. Each bears a red and black tattoo of a scorpion, usually on the inner thigh. Clerics of the Unseen One only wear their priestly robes when in the House of Knives because they wish to keep their affiliation hidden when in public.
SACRIFICE & FREQUENCY: Revenge once per month
ADVANCEMENT: Advancement within the House of Knives is based on meritorious acts and is granted by superiors. Superiors measure merit, at least partially, by clandestine missions successfully completed in the name of the Vindicator.
CLERICS: The Veiled Priesthood is like an ill wind, you cannot see it, but you know it exists. These clerics keep their identity and the location of their temple absolutely secret. A member of the Veiled Priesthood would rather die a thousand horrible deaths than risk angering the Vengeful One by revealing the location of one of his Houses.

Assassins often pay homage to the Silent Slayer and virtually every assassins' guild houses an altar dedicated to him. Indeed, the House of Knives runs and operates many assassins' guilds. While it is true that the Veiled Priesthood receives profit and favors for their work, they do not kill to gain worldly goods. They kill to please their dark god. For they believe that the Father of Murder sells the souls of those slain by his clerics to the god of death or to any other god who would claim a soul.

Some say that a cleric of the Seller of Souls can read the vengeful thoughts in a person's mind. The cleric then persuades that person to either act upon those thoughts himself or hire the cleric to exact his revenge.

Still others say that it is the Unseen One himself who plants the seeds of murder and revenge in a person's head and sends his clerics to reap the evil harvest. In any case, the person who hires a Veiled Priest is allowed to name her exact revenge and the cleric will carry out the instructions precisely as requested. Of course, this work is not without price.

The payment for assistance is two-fold: money is paid and a favor is owed to the House of Knives. The favor may be called upon at any time and could be anything. For example, if a prince received help gaining the throne, the Veiled Priesthood might request money, a special item of power, that a cleric or follower of the Seller of Souls be appointed to an important position or a combination of these. Failure to pay leads to certain and horrible retribution.

FRIENDS/ALLIES: The Congregation of the Dead, the Temple of Sleepless Nights, the Parish of the Prolific Coin, the Church of Endless Night
FOES/ENEMIES: The Halls of the Valiant, the Church of Everlasting Hope, the Founder's Creation, the House of Solace, the Hall of Oaths
SAYINGS: Your soul will bring a good price. - Murder is such sweet revenge. - Feel my sting. - Like a scorpion, a Veiled Priest must strike swiftly and accurately, but most importantly, the sting must be deadly. - Revenge is a meal best served cold. - Guard your soul well, lest it become mine.

ROTLORD, KING OF AFFLICTION, BRINGER OF THE PLAGUE, LORD OF THE PUTRID, PRINCE OF CARRION, MALIGNANT ONE, PRINCE OF PESTILENCE

Drelmn (Brandobian)
Shathy (Dejy)
Fetor (Kalamaran)
Moshohn (Svimohzish)
Dahann (Fhokki)
Xeakue (Reanaarese)
SPHERES OF INFLUENCE: Disease, plague, vermin
ALIGNMENT: Chaotic evil
SYMBOL: A rotting, worm-eaten head
DIVINE FOCUS: A piece of rotting flesh
UNHOLY DAYS: Varies regionally
PLACE OF WORSHIP: Sewers, dunghills, dumps and refuse piles
COLORS: Drab yellow and sickly green
ANIMAL: Rat
APPEARANCE: The Lord of the Putrid takes many forms, but his body is always covered with festering sores,

oozing boils and the like.
CHURCH: The Conventicle of Affliction
CLERGY: The Pestilent Ones
RAIMENT: Clerics may wear any garb they like, but it must be dirty, rotting and covered with offal. Higher level clerics prefer drab yellow or sickly green colored robes.
SACRIFICE & FREQUENCY: Healthy individuals or animals every waning quarter moon (all moons). The sacrifice is typically tortured, then horribly disfigured and finally inflicted with a rotting disease and left to decompose in a cell.
ADVANCEMENT: Varies from cult to cult. See text below.
CLERICS: The vile, revolting physical appearance of a Pestilent One is but a small glimpse of the evil that festers in his heart and mind. All clerics of the Malignant One are infected with a contagious, terminal disease. Those not already afflicted with such a malady are secretly contaminated during initiation. Aside from the obvious intent of spreading pestilence in the name of the Rotlord, this infecting ceremony serves a very important purpose: it insures obedience and loyalty throughout the ranks of the Conventicle of Affliction. Lower level clerics must show proper devotion to the Bringer of the Plague and do the bidding of their superiors or they will not be cured of their affliction when it becomes life threatening.

When Pestilent Ones advance within the Conventicle their superiors cure them of their maladies and inflict them with new diseases. If a cleric does not advance fast enough or please his superiors, he will eventually die of his disease. Because of this situation, low level Pestilent Ones are the most fanatical clerics found on Tellene.

Many of these ailments are outwardly visible, often causing large boils and open, oozing sores. The mere sight of some of the higher level Pestilent Ones inspires fear and revulsion.

Lycanthropy (wererat) is very common within the Conventicle of Affliction. It is rumored that the Malignant One grants lycanthropy only to loyal followers who have done some outstanding deed or service. To be so inflicted is considered a great honor among the Pestilent Ones, thus, a cleric of the Rotlord will never willingly spread this disease.

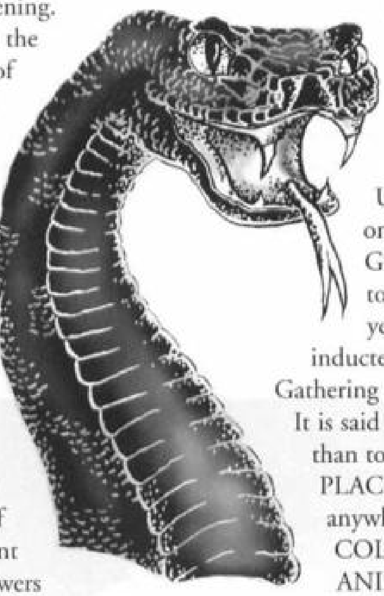
The Pestilent Ones travel the lands inflicting disease on others. They typically dwell in large cities where they inhabit the sewers. There, they set up foul altars and spread their maladies among rats and other sewer vermin. Ultimately, the Pestilent Ones will strive to gain access to and contaminate the city's water sources.

Clerics of the Lord of the Putrid are cowards when it comes to personal combat. They prefer to ambush their enemies or weaken them by contaminating food and water supplies or by spreading disease in the camp of their foes.

Clerics of the Bringer of the Plague are often people who have been shunned by society because of an already present malady. These people seek the clergy for various reasons: in hopes of being cured, to find companionship among others with similar disorders or, most often, to exact some measure of revenge on those who have rejected them.

FRIENDS/ALLIES: The House of Hunger, the Congregation of the Dead
FOES/ENEMIES: The Temple of the Three Strengths, the House of Solace, the Church of Everlasting Hope
SAYINGS: A plague on your household. - Feel my disease. - A pox on you and your kindred. - When the King of Affliction has smothered Tellene in pestilence, he will remember his flock and he will grant the Pestilent Ones the power to control all who would choose to live.

THE CONFUSER OF WAYS, THE GREAT DECEIVER, MASTER OF MISCHIEF, ADDLER, FATHER OF ALL FALSEHOODS, LORD OF ILLUSION, THE GREAT IMPOSTOR, THE NEW CREATOR, etc., etc. (the Confuser of Ways is known by many different names in every land.)

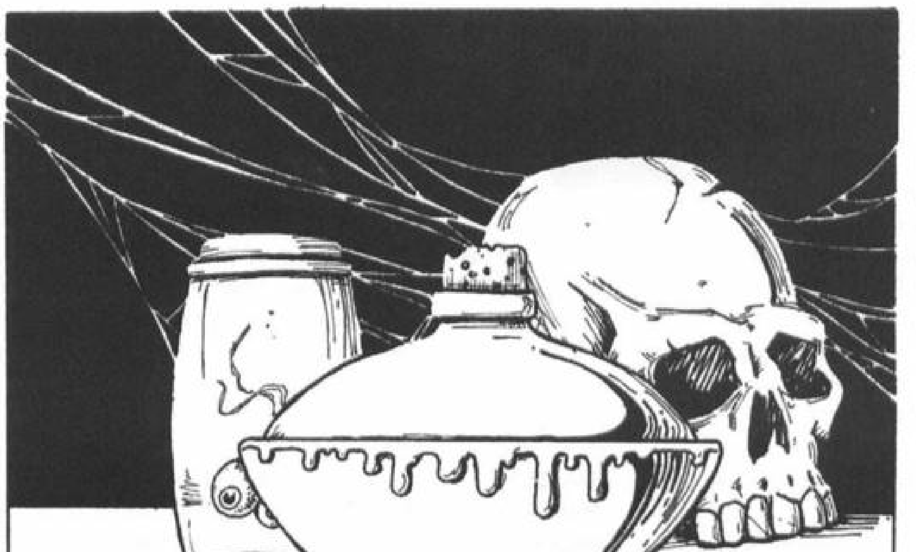


SPHERES OF INFLUENCE: Lies, deceit, mischief
ALIGNMENT: Chaotic evil
SYMBOL: Snake head with extended tongue
DIVINE FOCUS: Same as above
UNHOLY DAYS: Seemingly at random, yet, once a year, a special meeting, called the Gathering, is held where all Impostors gather to tell tales of mischief and deeds from the past year. It is at this time that new initiates are inducted into the fold. The time and place of the Gathering varies from region to region and year to year. It is said that it is easier to catch a greased leprechaun than to find the local Gathering.
PLACE OF WORSHIP: Other deities temples, anywhere
COLORS: Various
ANIMAL: Snake
APPEARANCE: The Great Impostor usually appears in the likeness of some other deity. It is said that the Lord of Illusions prefers the image of the Creator above all others. His true appearance is known only to the Creator and, perhaps, a handful of other gods.
CHURCH: No formal church
CLERGY: No formal clergy, but they are often referred to as the 'Impostors'
RAIMENT: Clerics of the Confuser of Ways make an effort to wear garments typically worn by clerics of other religions during their own clerical ceremonies. During services, Impostors always wear masks to hide their identity.
SACRIFICE & FREQUENCY: Items from other religions' temples and altars
ADVANCEMENT: No formal church.

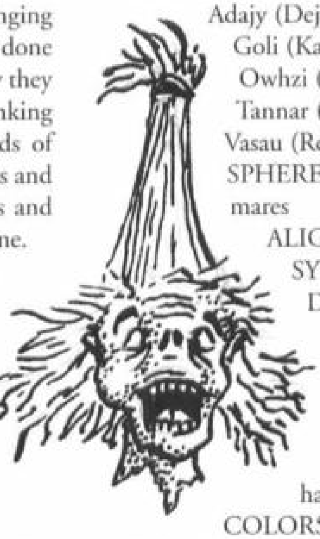
CLERICS: Clerics of the Great Deceiver always attempt to pass themselves off as something that they are not. They travel about the land in disguise creating mischief wherever they roam and ultimately seeking to destroy or ruin all that is good and orderly. A favorite strategy is to gain a victim's trust by befriending and helping him and then bringing about his destruction through lies and deception. If done properly, the prey of an Impostor will never even know they were duped. An Impostor could even be a high ranking member of another church, striving to sow the seeds of discord and create rebellion and infighting through lies and deception. Impostors are particularly fond of snakes and will often be found raising them or in possession of one.

Clerics of the Great Deceiver will often conduct religious ceremonies and rituals in the temple or on the sacred site of another deity. Their favorite target is a temple dedicated to a good or lawful deity, preferably the Courts of Justice. At odd hours, Impostors and followers of the Master of Mischief sneak into these temples to perform their unholy rites and acts of desecration.

FRIENDS/ALLIES: The Temple of Strife. No other church trusts them enough to call them allies.
FOES/ENEMIES: The Hall of Oaths, the Courts of Justice
SAYINGS: May the truth be suffocated in a coil of lies. - The key to victory is deception. - Never let truth get in the way of a good lie. - One good lie can breed days of mischief. - All truth is but an illusion, for if others believe your deception it becomes truth. - Strive for a world in which every truth is born on the wings of a falsehood. - The power to deceive is the greatest of all powers, for it is the power to create; it is the power to create reality for others from the depths of your own imagination. - Oh, what a tangled web we weave!



PRINCE OF TERROR, SULTAN OF FEAR, BLOODCURDLER, MASTER OF HORRORS, OLD SHIVERS, KING OF THE MACABRE, SENDER OF DREAD



Fintor (Brandobian)
Adajy (Dejy)
Goli (Kalamaran)
Owhzi (Svimohzish)
Tannar (Fhokki)
Vasau (Reanaarese)
SPHERES OF INFLUENCE: Fear and nightmares
ALIGNMENT: Chaotic evil
SYMBOL: Face filled with terror
DIVINE FOCUS: Shrunken head
UNHOLY DAYS: Unholy days are periodic and announced to the public in advance to inspire fear and nightmares.
PLACE OF WORSHIP: Abandoned, haunted or reputedly haunted locations
COLORS: All
ANIMAL: Coal black stallion
APPEARANCE: The Prince of Terror always assumes the form of his viewer's worst nightmare.
CHURCH: The Temple of Sleepless Nights
CLERGY: The Fellowship of Terror
RAIMENT: Fellows of Terror wear magical multi-hued robes. These shimmering garments change colors and form right before the viewer's eyes. A cleric of the Bloodcurdler will usually wear a mask bearing a grotesque visage. Fellows cover themselves with revolting, hideous tattoos that seem to move and shift of their own accord.
SACRIFICE & FREQUENCY: The Master of Horrors requires only fear as a sacrifice. A sacrifice is confined to a cell, drugged to a state of absolute paranoia and literally scared out of his mind. Clerics do these actions repeatedly until the victim dies or is driven permanently insane. Insane victims are released as their deranged babblings help spread the fearful reputation of the Temple of Sleepless Nights.
ADVANCEMENT: Advancement is through mortal combat. Once a cleric issues a challenge to a superior, the only rule is that the survivor gains or maintains the ranking position.
CLERICS: The Fellowship of Terror exists for the sole purpose of spreading dread in the name of their master, the Sultan of Fear. These clerics wage psychological warfare, known as the War of the Intangibles, against all sentient beings on Tellene. They believe that once fear is implanted in the mind, the brain will wage war within itself,

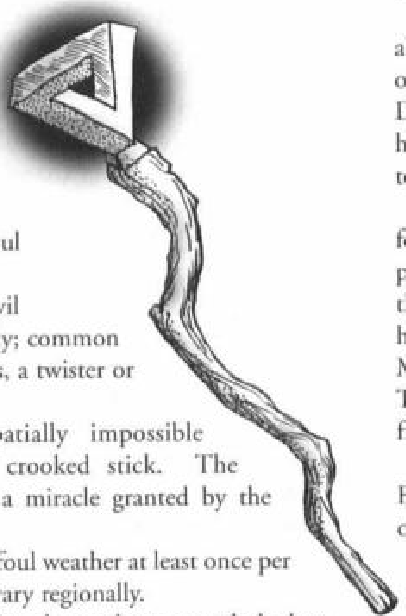
eventually destroying the victim.

Clerics of Old Shivers are masters of alchemy and mind influencing drugs. Even the most powerful and fearless warrior can easily be taken captive when under the influence of a specially concocted powder. Most clerics conceal such powders within their divine focus.

In hand to hand combat, it is obvious that these clerics are extremely weak fighters, after all, fear is but an illusion. Therefore, clerics of the King of the Macabre try to avoid battle to maintain their fearsome image. Fellows tend to use hit and run tactics designed to split up their enemies. The Bloodcurdler's clerics then hunt down, trap and capture the foes split from the main group.

FRIENDS/ALLIES: The Order of Agony, the Church of Endless Night, the Congregation of the Dead, the House of Knives.
FOES/ENEMIES: The Face of the Free, the Assembly of Light and the Theater of the Arts.
SAYINGS: When you sleep sound, we will soon be around. - The war within thyself has begun. - Fear is the mind killer. - All Tellene trembles before the Prince [of Terror].

CREATOR OF STRIFE, BRINGER OF THE DROUGHT (or FLOOD, RAIN, SNOW, HEAT, COLD, etc., depending on what is considered bad weather regionally or at the time), KING OF DISHARMONY, MAKER OF DISSENSION, HE WHO BRINGS MISFORTUNE, ILL-LUCK, DISCORDANT ONE



Eprel (Brandobian)
Kokyt (Dejy)
Ranaka (Kalamaran)
Zhamaz (Svimohzish)
Thydorr (Fhokki)
Veuxoo (Reanaarese)
SPHERES OF INFLUENCE: Discord, foul weather, misfortune
ALIGNMENT: Chaotic evil
SYMBOL: Varies regionally; common examples are: storm clouds, a twister or a tidal wave
DIVINE FOCUS: Spatially impossible geometric shape atop a crooked stick. The existence of this shape is a miracle granted by the Creator of Strife.
UNHOLY DAYS: Day of foul weather at least once per month. These, of course, vary regionally.
PLACE OF WORSHIP: Temple; outdoors on unholy days
COLORS: Clashing, usually red, green and orange
ANIMAL: Raven and black cat
APPEARANCE: He Who Brings Misfortune takes many forms but always appears disheveled and his clothing is always bright, colorful and clashing.
CHURCH: Temple of Strife
CLERGY: Minions of Misfortune
RAIMENT: Garments and colors vary regionally, but are always bright and clashing.
SACRIFICE & FREQUENCY: Must sacrifice salt on a daily basis. A sentient being once per month, usually one who has been extremely lucky or fortunate.
ADVANCEMENT: Advancement within the church is granted to those who show a particularly high aptitude for wreaking havoc on society.
CLERICS: The Minions of Misfortune and their congregations travel about the lands bringing misfortune wherever they roam. Members of the Temple of Strife seek to disrupt harmony and plunge Tellene into a vortex of chaos. They exist in small numbers in all nations but they are numerous in the east and seem to prefer deserts and wastelands.

Minions closely follow local weather patterns and are always present during times of foul weather. They continually seek to cause misfortune by heightening poor weather conditions. For instance, during a drought they might pollute the wells; before a windstorm they might secretly loosen structural supports and bonds.

Minions hate the luckier people of the world and, given the opportunity, will try to cause misfortune in the lives of such individuals. If possible, the fortunate one will be given as a sacrifice to the Creator of Strife. If they cannot abduct the lucky one for sacrifice, clerics will try to cause misfortune by destroying his crops, poisoning his livestock, burning his house, etc. These actions cause paranoia. In fact, they have given rise to a gambler's saying: "Save some luck for escaping Ill-luck." It has even become tradition among some superstitious gamblers to deliberately lose their final three games. This is done almost universally during stormy nights.

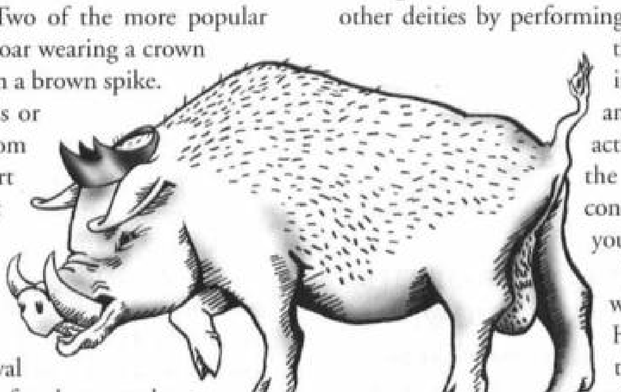
The Temple of Strife has gained some notoriety for their ability to make favorable alliances with humanoids. Because of this, many humanoid shamans worship the Maker of Dissension and are often active within the predominantly human Temple of Strife. The alliances are usually geared toward making war on the local humans or demi-humans.

When the Minions can muster enough humanoids to form a massive army, they will descend upon a human populace. Foul storms of titanic proportions always precede these wars and the actual assault always occurs during the height of the storm. During battle, some of the Minions of Misfortune will play bagpipes, cymbals, horns and drums. Their chaotic, disturbing tunes urge Ill-luck's troops into the fray and announce to their enemies the strife to come.

FRIENDS/ALLIES: The Thunderer's Temple, the Assembly of the Four Corners, the Way of the Berserk, the Impostors
FOES/ENEMIES: The Church of Chance, the Founder's Creation, the Parish of Love, the Theater of the Arts, the House of Solace
SAYINGS: It's a fine, foul day for a battle. - Strife and dissension should be shared by all. - Sometimes misfortune has nothing to do with chance. - Better bad luck than no luck at all.

THE VICELORD, THE INSULTER, HIS IMMENSENESS, ABASER, THE INDOLENT ONE, MASTER OF DEPRAVITY, SLAYER OF MORALS, VIOLATOR OF THE PURE, THE RAVISHER, SODOMIZER OF ALL

Almnas (Brandobian)
Jy (Dejy)
Lamako (Kalamaran)
Zohszi (Svimohzish)
Larr (Fhokki)
Foobia (Reanaarese)
SPHERES OF INFLUENCE: Vice, sloth
ALIGNMENT: Chaotic evil
SYMBOL: Varies regionally. Two of the more popular symbols are an image of a male boar wearing a crown and a pure white pearl impaled on a brown spike.
DIVINE FOCUS: Boar genitals or tusks wrapped in hair taken from the shaved head of a recent convert
UNHOLY DAYS: The unholiest day for this perverted religion is the first day of Autumn. On this day above all others the Vicelords continuously engage in all possible vices. Any local festival that presents the opportunity for large scale carousing on the part of the masses becomes an unholy day for the Vicelords. If the festival is in the honor of another deity, the Vicelords will seek to pollute the festival through their depraved antics.
PLACE OF WORSHIP: Underground in cities or towns. Temples dedicated to the Master of Depravity are little more than brothels.
COLOR: Brown
ANIMAL: Male boar
APPEARANCE: His Immenseness often takes the form of a large animal, although the Slayer of Morals rarely takes the same form twice. In any guise, the Violator of the Pure always appears as an incredibly obese, sexually aroused male.
CHURCH: Known as the House of Vice, however, there is no formal church order.
CLERGY: Known simply as the Vicelords or the Insulters
RAIMENT: A cleric's whole body must be clean shaven. While in public these clerics wear simple brown togas, although sudden and complete exposure is not at all uncommon. Insulters wear bronze skullcaps that double as bowls for eating and drinking. They perform rituals and sacrifices in the nude.



SACRIFICE & FREQUENCY: Young virgins, male or female, are defiled then converted or murdered. New converts are sought after continuously. Clerics of other religions are the Ravisher's preferred targets.
ADVANCEMENT: Advancement is granted by superiors, supposedly through meritorious acts and number of converts. Underlings are generally forced to serve their superiors in all ways. However, since the House of Vice has no formal church doctrine, each local chapterhouse has its own traditions and customs regarding the rate of advancement, duties and titles held.
CLERICS: The Insulters tend to be truly disgusting, unkempt and overweight individuals. They have a penchant for violent sexual offenses and children are a favorite prey. One goal of this loathsome group is to defile temples of other deities by performing lewd and unspeakable acts on the god's altar. Obscene acts involving the other god's sacred animal also seem to be preferred activities. Luckily for the rest of the world they believe in the concept, "Why do tomorrow what you can put off until next week?"

The Vicelords believe that they will be granted special favors by His Immenseness if they can trick innocent victims into willingly defiling the temple of their own patron. It is said among the Vicelords that the Abaser has beguiled several other deities' high clerics into transgressions of performing indecencies on top of their own god's altar.

This cult has one of the largest followings of all the evil faiths; Vicelords thrive in all civilized areas. Due to their desire to warp and destroy the morals of others, all good and decent folk hate the Vicelords. However, most towns tolerate them because they are rarely caught committing a major offense and they control most houses of prostitution (and most areas do not consider houses of ill-repute evil).

FRIENDS/ALLIES: The Impostors, the Temple of Sleepless Nights, the Order of the Passionate One.
FOES/ENEMIES: The Insulters hate the Home Foundation above all others. They also hate the Fraternal Order of Aptitude, the Church of the Life's Fire, the Hall of Oaths, the Parish of Love.
SAYINGS: Lewdness is best performed on the innocent. - Purity is a state most easily cured. - Why do tomorrow what you can put off until next week? - Only those who do not labor are not slaves.

Deities of Tellene

Name & Alignment		Spheres of Influence	Priesthood	Church Name	Colors
Knight of the Gods	LG	chivalry, valor	Servants of the Swift Sword	Halls of the Valiant	bl, g, w
The Holy Mother	LG	home, industriousness, marriage	The Brotherhood of Industry	The Home Foundation	w, bl, gry
The Speaker of the Word	LG	honor, oaths, ethics	Keepers of the Word	The Hall of Oaths	r, s
The True	LG	justice, truth	Truthseekers	The Courts of Justice	w, g
The Eternal Lantern	LG	day, light, dawn, sun	The Order of Light	The Assebbly of Light	w, y, g
The Raiser	NG	fertility, agriculture, harvest, life	Friends of the Fields	The Church of the Life's Fire	br, grn
The Peacemaker	NG	peace, comfort	The Peacemakers	House of Solace	sky bl, lt grn, lav
The Pure One	NG	love, harmony	Children of Love	Parish of Love	pastels, floral, w
Lord of Silver Linings	NG	mercy, hope, healing	The Merciful Fates	Church of Everlasting Hope	sky bl, rainbow, s
The Traveler	NG	travel, stars	The Journeymen	Temple of the Stars	y, blk, s
The Guardian	CG	happiness, liberty, freedom	Messengers of Liberty	The Face of the Free	blk, gry, w
Raconteur	CG	art, poetry, music, humor	The Merry Muses	Theater of the Arts	r, g
The Shimmering One	CG	beauty, moon	Moonknights	Church of the Night's Beauty	s
The Great Huntress	CG	archery, hunting, patience	The Golden Arrows	Temple of the Patient Arrow	grn, br
The Coddler	CG	restful sleep, dreams, aspirations	Dream Weavers	Church of the Silver Mist	midnight bl, lt. gry, s
The Founder	LN	law, order, cities	Builders of Law	The Founder's Creation	bl, r
The Mule	LN	math, science, invention, reasoning, knowledge	Brothers in Logic	The Fraternal Order of Aptitude	gry
Powermaster	LN	medicine, strength	Seekers of the Three Strengths	Temple of the Three Strengths	bl, w, s
The Old Man	LN	war, power, strategy	Order of the Pike	Temple of Armed Conflict	grn, w
Eye Opener	LN	wisdom	Seekers of Sagacity	The Order of Thought	lt. br
Mother of the Elements	N	elements	The Keepers of the Four Corners	Assembly of the Four Corners	varies by cult: br, s, r, bl
The Riftmaster	N	magic	The Keyholders	Temple of Enchantment	blk, w
The Bear	N	nature	Brotherhood of the Bear	Conventicle of the Great Tree	grn, br
The Landlord	N	money, business, greed	The Profiteers	Parish of the Prolific Coin	g, s, platinum
Fate Scribe	N	time, fate, prophesy	The Prophets	The Inevitable Order of Time	lt. grn, s

Deities of Tellene

Holy/Unholy Days	Symbol of Diety	Divine Focus	Animal
spring/fall equinox	golden eye on a blue and white diamond pattern	blue and white cloth bearing the golden eye symbol	white stallion
varies by country	house encircled by a ring	two linked metal rings	beaver
new moon (Veshemo)	open book	prayer book entitled "The Word"	lion
summer/winter solstice	scale balanced on a golden sword	small golden sword or tiny scale	falcon
summer solstice	half of a shining sun	shining emblem bearing a half sun	rooster
first day of spring and of the harvest	blazing hearth	pouch of seeds or a sheaf of wheat	deer
any peaceful day	two hands clasping in friendship	small carving of clasped hands	sheep
spring equinox	dove over a white rose	silver rose	dove
first and last day of each month	Ψ with a circle above the center vertical line, upon a rainbow	medallion bearing the Ψ symbol	dog
first day of spring	shooting star on a black background	a silver star	pigeon
full moon (Pelselond)	eagle claw on black	an eagle's claw	eagle
late spring	theatrical mask or jester hat	tiny theatrical mask	peacock
full moon, clear sky	full moon breaking through clouds	full moon emblem	owl
full moon	hawk with spread wings on a green background	gold or silver hawk's head or hawk with spread wings	hawk
Festival of the Cat	crossed hands resting over one's chest as if sleeping	small pillow or blessed sand	felines
Founding day/varies	red bricks and sword on a blue background	red brick	bee
seventh day of the week/ last day of the month	triangle within a circle, within a square	silver piece with the symbol stamped upon it	mule
Veshday every third week	mountain rising up through a cloud	equilateral triangle with blue, white and silver angles	ox
fall equinox	crossed polearms	tiny replica of two crossed polearms	war dog
spring and fall equinox	owl in flight grasping a beech staff in its talons	silver owl pendant or a beech staff	owl
varies by cult	circle divided into four parts with each cult represented in one corner	gem stone (earth)/ silver bird figurine (air)/ obsidian flame (fire)/ coral wave (water)	mole(earth)/albatross (air)/salamander (fire)/clam(water)
full and new moon (Diadolai)	platinum key	colored key according to level	dragon
summer/winter solstice	huge oak tree	silver acorn	bear
early winter	golden weight scale	miniature balanced scale	livestock
crescent moon (Pelselond)	silver crescent moon and three stars on a light green background	silver crescent moon	crow

Color Key:

bl = blue, blk = black, br = brown, g = gold or golden, grn = green, gry = grey, lav = lavender, r = red, s = silver, t = tan, w = white, y = yellow, dk = dark, lt = light

10 Gods of Tellene

Deities of Tellene					
Name & Alignment		**Spheres of Influence**	**Priesthood**	**Church Name**	**Colors**
Battle Rager	CN	battle, chaos, berserking, courage	Brothers in Blood	The Way of the Berserk	bl, r
The Watcher	CN	wanderers, loneliness	Known as the Watchers	No formal church	gry, br, grn, w
The Storm Lord	CN	lightning, thunder, storms	Tempestions	The Thunderer's Temple	grn, bl, s
Risk	CN	thievery, gambling, luck	Challengers of Fate	Church of Chance	gry, dk br, blk
The Laugher	CN	passion, wine	The Passionate Peoplehood	The Order of the Passionate One	purple
The Corrupter	LE	envy, injustice, jealousy	The Covetous Ones	Formally called the Courts of Inequity	grn
The Overlord	LE	oppression, slavery	Bringers of the New Order	The House of Shackles	r, br
The Dark One	LE	darkness, dusk, night	Knights of the Black Pit	Church of Endless Night	blk
The Flaymaster	LE	pain, hurt, torture, cold	Ministry of Misery	Order of Agony	ice bl
Harvester of Souls	NE	death, underworld	The Harvesters	The Congregation of the Dead	blk, bone w
Locust Lord	NE	famine, hunger, starvation	The Gaunt	The House of Hunger	gry, burgundy
Emperor of Scorn	NE	bigotry, hate	The Veiled Priesthood	House of Scorn	g, dk bl
The Seller of Souls	NE	murder, revenge	The Purgers	House of Knives	r, blk
Rotlord	CE	sickness, epidemics, disease, plague, vermin	The Pestilent Ones	The Conventicle of Affliction	drab y, and sickly grn
The Confuser of Ways	CE	lies, deceit, mischief	not formal, referred to as the Impostors	No formal church	various
Prince of Terror	CE	nightmares, fear	The Fellowship of Terror	Temple of Sleepless Nights	all
Creator of Strife	CE	discord, misfortune, foul weather	Minions of Misfortune	Temple of Strife	clashing r, grn, orange
The Vicelord	CE	vice, sloth	known as Vicelords or the Insulters	Known as the House of Vice; there is no formal church	br

Deities of Tellene			
Holy/Unholy Days	**Symbol of Diety**	**Divine Focus**	**Animal**
new moon (Veshemo) / any day of battle	crossed swords behind a double-bladed hand axe	small silver sword or double-bladed axe	wolverine
windy days	winding road disappearing over a hill, or a winged staff	intricately carved walking stick topped by feathered wings	coyote
stormy days	crossed lightning bolts behind a warhammer	small silver warhammer	none
new moon (Diadolai)	two six-sided dice	silver six-sided dice connected by a silver chain	raccoon
storms	fresh grapes, wineberries, or a gaping mouth	small sculpture of wineberries	hyena
3 days of the half moon (Veshemo)	tipped scales resting on a goat's skull	tiny golden scales (unbalanced)	goat
summer solstice	mailed fist	gauntlet worn on the right hand	draft horse
any lunar eclipse /solar eclipse	an eyeless raven gripping a bloody eye	small leather pouch filled with former sacrifices	bat
winter solstice/new moon (Veshemo)	dagger with blood dripping off the blade	bloodied dagger	hornet
harvest moon (Veshemo)	skull and scythe	small golden sickle	skeletal dragon
waning moon (Diadolai)	goblet with a hole in the bottom and death oozing out	ornate goblet with a hole in the bottom	locust
quarter moon (Diadolai)	golden sceptre on a dark blue background	small golden sceptre	jackal
new moon (Veshemo/Diadolai)	skull-headed scorpion with blood dripping from its stinger	silver scorpion	scorpion
varies regionally	rotting, worm-eaten head	piece of rotting flesh	rat
varies	snake head with extended tongue	emblem of hissing snake	snake
varies	face filled with terror	shrunken head	black stallion
day of foul weather	varies regionally (i.e.: dark storm clouds, twister, or tidal wave)	spatially impossible geometric shape atop a crooked stick	raven/black cat
first day of autumn	varies regionally (i.e.: male boar wearing a crown)	boar genitals or tusks wrapped in hair from a convert	male boar

Color Key:

bl = blue, blk = black, br = brown, g = gold or golden, grn = green, gry = grey, lav = lavender, r = red, s = silver, t = tan, w = white, y = yellow, dk = dark, lt = light

Appendix I

Celestial Bodies & Calendar

Orbiting Tellene are three moons: Diadolai (Elven Moon), Pelselond (Big Star) and Veshemo (Mother Above). Diadolai is the smallest of the three moons and is reddish-pink in color. It is on an 80 day cycle from full moon to full moon. For most of the 80 day period, however, Diadolai does not appear in the nighttime sky. Because of its size (about 1/3 the size of Veshemo), Diadolai does not give off much light, even when full. The elves believe Diadolai to be the home of the gods.

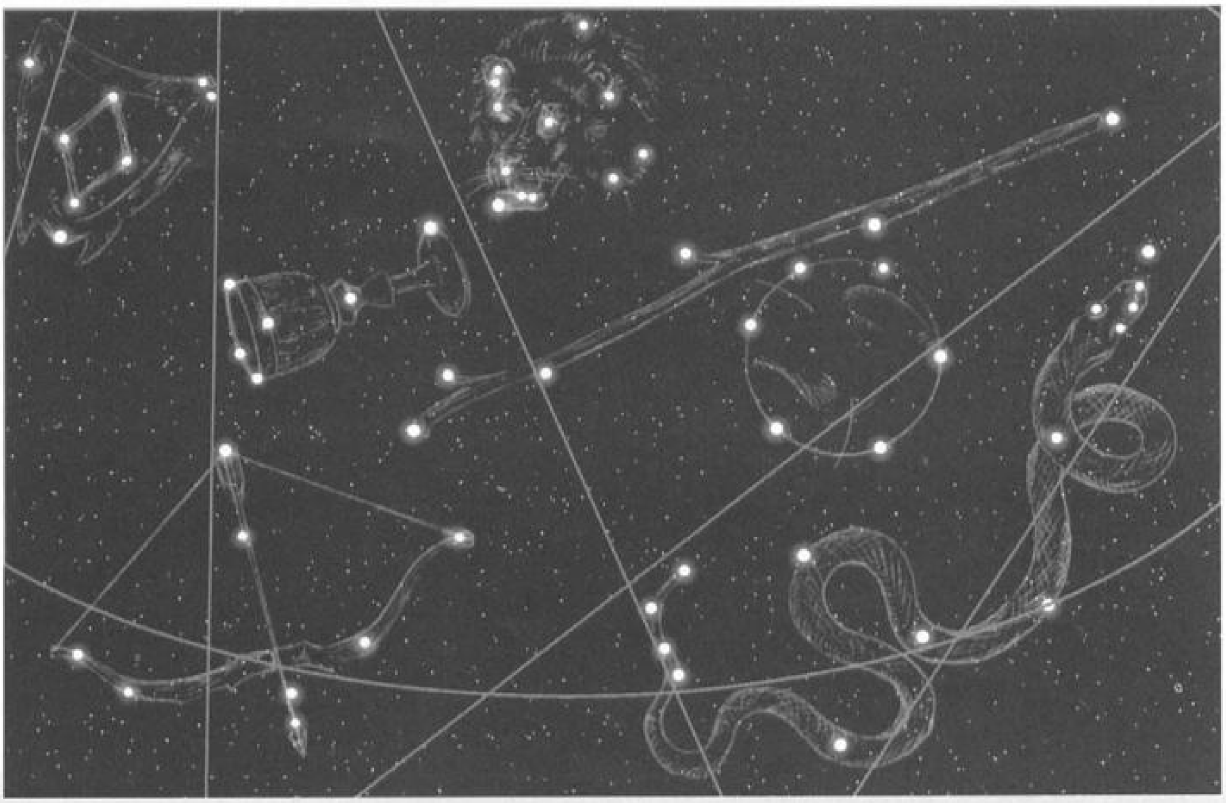
Pelselond is a small moon as well, appearing only slightly larger than Diadolai. Pelselond's full moon cycle is approximately 34 days and it usually appears white or off-white in color. Pelselond has an elliptic orbit and therefore, appears to be moving at varying speeds across the sky.

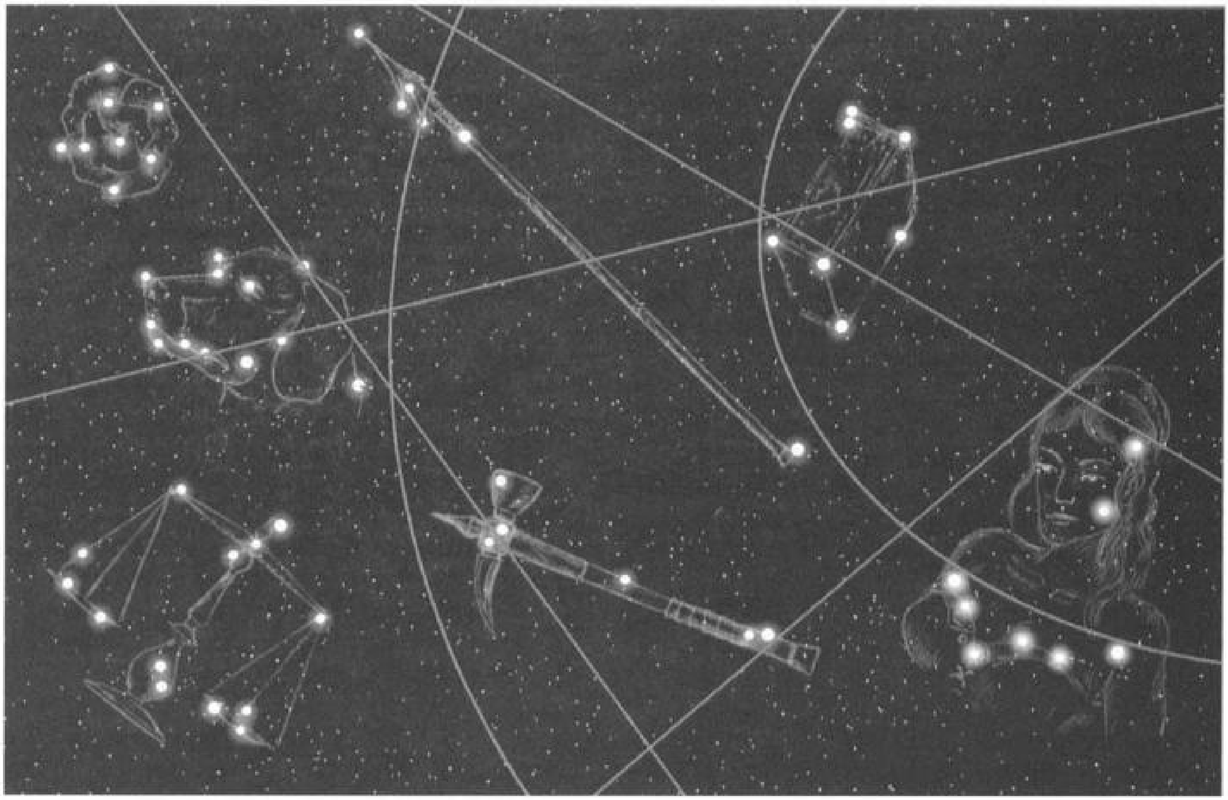
Veshemo is the largest of the three moons and occasionally eclipses the other moons from view. It is on a 28 day cycle, which is the basis for the calendar that most of Tellene uses. On the 14th of every month Veshemo is full; but being pale yellow in color, Veshemo gives off only slightly more light than Pelselond.

Every 280 years the three moons are aligned and full simultaneously. This event is recognized, but not necessarily celebrated, by almost every religion on Tellene. Veshemo and Diadolai are full together on various days in a 20 year cycle. Veshemo and Pelselond as well as Pelselond and Diadolai are full together at least once per year. Veshemo, Pelselond and Diadolai align or are full concurrently once every few years in a 40 year cycle. Two of the moons are in alignment several times a year.

The Brightstar: Another star exists only about half a light year away from Tellene's. It is a double star with its twin being a black hole. The two rotate around each other so this very bright star slowly disappears and then reappears. Some hold that the two stars influence good and evil. While the Brightstar shines goodwill prospers, but when it dims, evil reigns supreme.

Magnostorms: These are weird magnetic storms of extra-planetary origin that disrupt dwarf, gnome and halfling direction sense, as well as teleportation spells and devices. They are invisible and strike without warning. The effects usually last several days.





Elemental points of contact: Certain geographical locations are rumored to dimensionally overlap the elemental planes. The highest peak of the Elenon Mountains is reportedly in contact with the elemental plane of air. Spots in the ocean coexist with the elemental plane of water (though these latter connections are tenuous and last only weeks). Portals to the planes of fire and earth are also reported to exist on Tellene.

The Constellations of Tellene

Addler: This constellation appears in the late spring and summer skies. Early in the evening, during twilight, this constellation is often mistaken for Madam.

Beech-staff: This constellation appears late in the spring and stays visible through the fall equinox.

Bloodtaster: This large group of stars is first visible low in the early spring sky and heralds the opening of campaign season. Late every summer, Bloodtaster "splits" Pelselond, marking the final month of campaign season before the onset of winter.

The Caregiver: This constellation resembles the profile of a dog's head. For three months during winter, it appears high in the sky. It is best seen one hour before sunrise.

The Enlightener: This large constellation precisely forms a triangle within a circle, within a square. It remains unchanged year round.

The Eternal Bard: This constellation resembles a peacock. The Eternal Bard begins in mid spring and lasts until midsummer. It emerges low in the sky and is visible from midnight to sunrise.

The Full Circle: In early spring and continuing through late summer, this circle of stars appears high in the sky. Every 100 years, these stars encircle Diadolai and mark a four-day period of natural disasters—earthquakes, fires, floods, tornadoes and hurricanes.

The Goblet: Over the course of fall and winter this glass-shaped constellation appears to "tip" in the sky and slowly "empties" until it is completely inverted by mid-winter.

The Great Builder: This grouping of stars forms the shape of a brick low on the horizon. It begins in late winter and lasts through spring. The Great Builder is most visible at dawn.

The Hammer: A warhammer is this constellation's pattern. It appears during the spring months, and somehow the Hammer is visible even during the most violent of storms.

The Harvester: This constellation shaped like a scythe is first seen in the fall. It is located low in the sky near the

horizon and the constellation appears to be reaping Tellene.

The Hearth: This constellation appears in the western sky, near the horizon in late spring. On the evening of the Autumnal Equinox, the sun sets perfectly within the constellation giving it the appearance of a glowing fireplace.

The Hood: This rotating group of stars forms a dagger. It is visible in the north sky during the winter months. The Hood initially appears blade down, but slowly rotates and reaches its zenith on the winter solstice. It then declines and disappears with its blade down.

The Hunter: This weapon-shaped configuration of stars first appears late in the summer sky and lasts through the fall and into the early winter. It is rumored that a worthy hunter who prays to this constellation will be rewarded with a kill.

The Jealous Eye: This orb-shaped constellation appears low on the horizon in midsummer and disappears during late fall.

The Keeper: This constellation is in the shape of a lion. The Keeper appears in late summer lasting until early winter and is ever watchful high in the sky.

Madam: This constellation appears low in the spring sky and signals the spring thaw. As the spring goes on, the Madam rises in the sky until mid summer when she vanishes from the sky.

Old Lucky: This group of stars moves from high to low in the winter and spring skies. Many people consider the variable number of stars shining through the face of this constellation to be a lucky number.

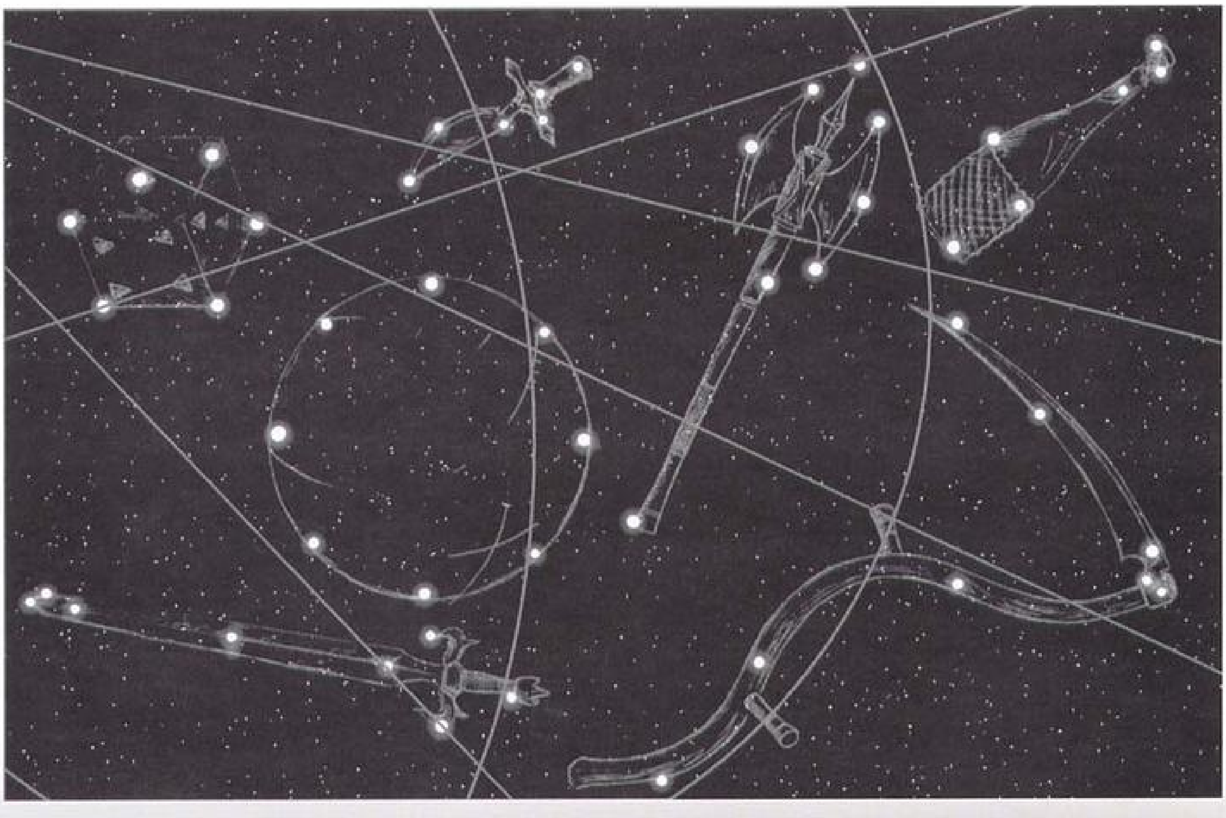
The Pure One: This large star cluster seems to form a rose. During the spring months, the Pure One emerges low in the sky and reaches its zenith about mid-spring. It remains radiant for three weeks, then declines and disappears by the beginning of summer.

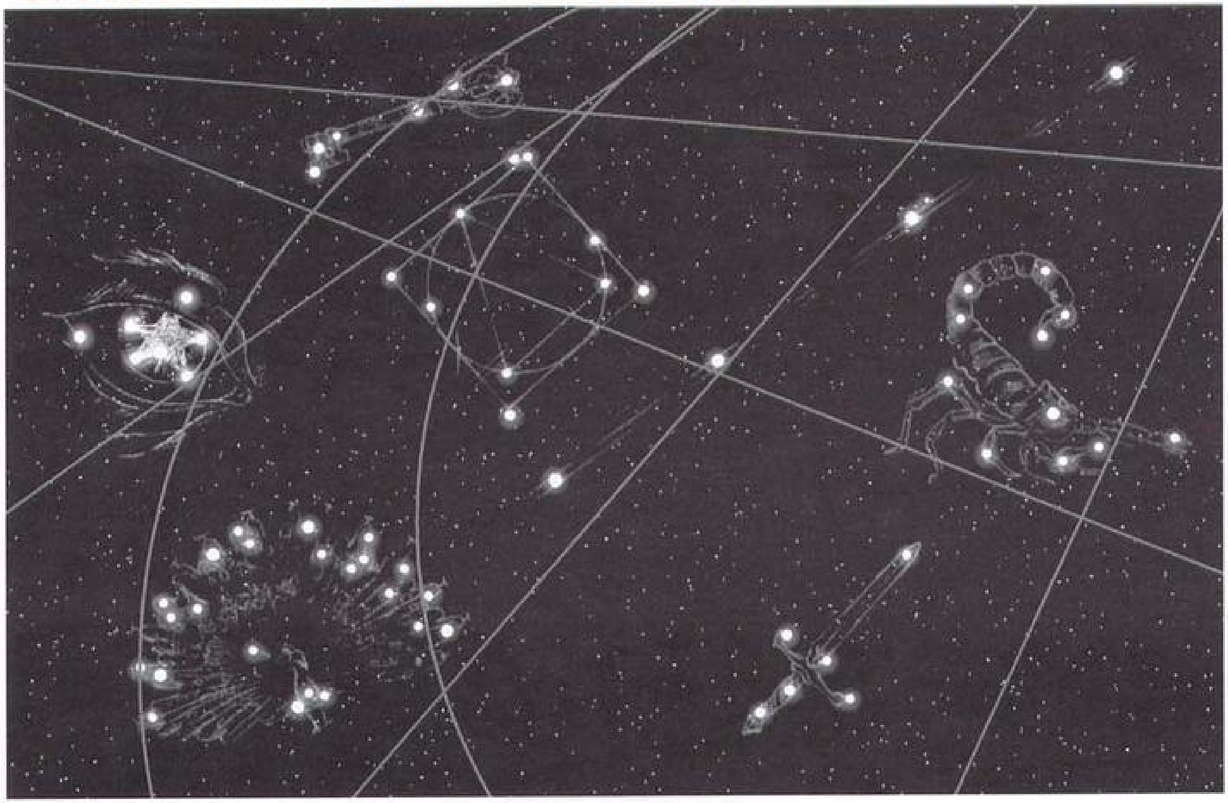
Ribsplitter: This constellation first appears low in the fall sky and is very difficult to see. As the winter progresses, it rises higher and higher in the sky until spring approaches. It then descends and is no longer visible by the first day of summer.

The Riftmaster: This collection of stars forms a key. It is visible during the winter for two months. The Riftmaster illuminates the sky one minute before midnight on New Year's Eve. It is believed to open extra-planar gates worldwide for one minute, allowing any creature to pass.

The Scales: This constellation appears in late summer, fall and winter. When it first appears, it seems to be tilted to one side, but by the first day of fall it is level.

The Shimmering One: These eight stars form a circle located high in the sky. During the summer months, the circle is visible for two hours, beginning one hour before midnight. On midsummer night's eve, the constellation encircles Veshemo. This event causes the effects of all spells cast by a Moonknight to be doubled.





The Staff: These four aligned stars seem to form a walking stick. The Staff appears on the first night of spring and it can be seen until the last day of summer. It mysteriously travels a different path each year, seemingly at random.

Stinger: This star pattern depicts a scorpion, ready to strike. It is seen only during the winter months. On the coldest and dreariest day, Stinger turns red. It is believed that on this day the Vindicator takes his revenge.

The True: This is a sword-shaped constellation. It appears in midsummer with its blade pointing toward Tellene. It is last seen on the winter solstice with its blade pointing toward the heavens.

Valor: This major constellation appears in the late winter and remains visible through the midsummer. It is at its zenith during the spring equinox.

Wavecrusher's Harpoon: This constellation appears high on the horizon and slowly moves across the fall sky.

The Whip: The Whip first appears in early summer and quickly reaches its highest point in the sky during the hot, dry, "dog days" of summer. It is during this time that one or all of the moons pass before the Whip and appear to get flogged.

Zymur's Bottle: Zymur's Bottle appears in the sky during the spring and remains visible for most of the summer. When Pelselond passes through the constellation, or "sips from Malmsey's mug," it signals the maturity of last year's wine.

The Calendar of Tellene

Merchant's Tongue Names for Months of the Year

1. Renewal	8. Arid
2. Sowing	9. Reaping
3. Mustering	10. Harvest
4. Declarations	11. Frosting
5. Mid-season Harvest	12. Snowfall
6. Replanting	13. Famine
7. Siege-hold	

Merchant's Tongue Names for Days of the Week

1. Diaday	5. Homeday
2. Pelsday	6. Godday
3. Katarday	7. Veshday
4. Fireday	

The year on Tellene is 364 days long and consists of thirteen 28-day months, each of which has four 7-day weeks. This calendar, which is still used throughout the realms, was first developed by the ancient Svimohz. As mentioned, the calendar is based upon Veshemo's 28-day orbit. The new year begins on the first day of spring, the first of Renewal, and runs through the 28th day of Famine.

Chronological Record of Significant Events

Calendar Year					Event
IR	YK	YND	CM	FC	
-480	1	-299	-669	-624	Kingdom of Brandobia established
-280	201	-99	-469	-424	Hobgoblins of Odril Hills attack Brandobia
-180	301	1	-369	-324	Reanaarians cross P'Rorul Peaks
-40	441	141	-229	-184	Eastern Brandobia established
1	482	182	-188	-143	King Ali Inakas establishes the Kingdom of Kalamar
19	500	200	-170	-125	Reanaarians encounter elves from another continent
21	502	202	-168	-123	Rulakan and Fulakar seize Kalamaran throne, Jungle Wars begin
22	503	203	-167	-122	Hobgoblins defeat Eastern Brandobia and establish the Kingdom of Kruk-Ma-Kali
28	509	209	-161	-116	Jungle Wars end
29	510	210	-160	-115	Fulakar turned back by barbarians
35	516	216	-154	-109	Kingdom of Kruk-Ma-Kali fails, Eastern Brandobia established again
41	522	222	-148	-103	Eastern Brandobia conquered by Fulakar of Kalamar
42	523	223	-147	-102	Battle of Coniper Gap
43	524	224	-146	-101	Rulakan dies, Fulakar disappears, Queen Lelana rules Kalamar
45	526	226	-144	-99	Reanaarians build large-sail watercraft
72	553	253	-117	-72	Humanoids attack Kalamar, advance to Badato River
73	554	254	-116	-71	Kolokar crowned King of Kalamar, defeats hobgoblins
74	555	255	-115	-70	Kolokar makes peace with Fhokki and Dejy in Shynako Hills
75	556	256	-114	-69	Construction of Kolokar's Barrier begins
78	559	259	-111	-66	Kolokar secures northwest and appoints independent rulers
81	562	262	-108	-63	College of Magic is built in Pekal
89	570	270	-100	-55	Kolokar dies, civil war erupts in Kalamar, Age of Great Anguish begins
126	607	307	-63	-18	Reanaarians develop the ballista
140	621	321	-49	-4	Kingdom of Meznamish established
159	640	340	-30	15	Thedorus crowned King of Kalamar, ends civil war
171	652	352	-18	27	Thedorus reunites Empire and is crowned Emperor, Age of Great Anguish ends
190	671	371	1	46	Miznoh conquers Svimozhia
201	682	382	12	57	Seeds of racism surface, demi-humans flee central Brandobia, Lendelwood elves defeat Brandobia, elven king curses Brandobian king
209	690	390	20	65	Pel Brolenon established as a free society
219	700	400	30	75	Pel Brolenon begins slavery
224	705	405	35	80	Brandobian civil war
227	708	408	38	83	Kingdoms of Eldor, Mendarn and Cosdol established
228	709	409	39	84	Thedorus dies, House of Bakar attempts to seize Kalamaran crown, Time of Misfortune begins
229	710	410	40	85	Pirates become common in Reanaaria Bay
236	717	417	47	92	House of Bakar establishes control as royal family of Kalamar, Time of Misfortune ends
258	739	439	69	114	College of Architecture established in Bet Kalamar
262	743	443	73	118	Kalamar drives Thars from Shynako Hills
266	747	447	77	122	Kingdom of Basir established
284	765	465	95	140	Avrynner the Mind Master executed in Pekal
329	810	510	140	185	P'Bapar and Korak secede from Kalamaran Empire
344	825	525	155	200	Colony of Miclenon founded
387	868	568	198	243	Death Ek'Gakel's last king
390	871	571	201	246	Ek'Gakel secedes from Kalamaran Empire, election of first Chancellor
422	903	603	233	278	Thybaj is established
433	914	614	244	289	Years of Fear begin
449	930	630	260	305	Eastern Ozhvinmish is established
453	934	634	264	309	King Tharggy the Greater crowned, Tharggy established
456	937	637	267	312	Pekal secedes from Kalamaran Empire
459	940	640	270	315	Paru'Bor secedes from Kalamaran Empire
462	943	643	273	318	Raja Na-Badyja slain
465	946	646	276	321	Shynabyth allies with dwarves of Byth Mountains, City of Bronish established

Chronological Record of Significant Events

Calendar Year					Event
IR	YK	YND	CM	FC	
475	956	656	286	331	Great Mountain Wars (Byth dwarves vs. Brindonwood elves)
480	961	661	291	336	O'Par secedes from Kalamaran Empire
484	965	665	295	340	Contest for crown begins in Tokis
490	971	671	301	346	Fortnight's Battle, Ahznomahn declares independence
491	972	672	302	347	Ozhvinmish declares independence from Meznamish, Tharggy drives the Duke of Dodera beyond the Kakidela Mountains
495	976	676	306	351	Zazahni declares independence, civil war erupts
506	987	687	317	362	Colony of Vrandol established by Pel Brolenon
520	1001	701	331	376	Golden Alliance established
526	1007	707	337	382	Narr-Rytarr established
530	1011	711	341	386	Dodera invades Tharggy, Tharggy male population decimated
531	1012	712	342	387	Tharggy matriarchy established, Queen Defyn crowned
532	1013	713	343	388	Tharggy defeats Doderan army Pact of Tharokken signed
537	1018	718	348	393	Wars of Discord
538	1019	719	349	394	Ek'Kasel secedes from the Kalamaran Empire
542	1023	723	353	398	Theocracy of Slen goes to war with Shynabyth
543	1024	724	354	399	Prompeldia declares independence
544	1025	725	355	400	Kabori Bakar crowned Emperor of the Kalamaran Empire
546	1027	727	357	402	Hobgoblins of the P'Roruls receive Kalamaran citizenship
548	1029	729	359	404	Battle of Kadir Ridge
549	1030	730	360	405	Fadok III crowned King of Tokis, end of Tokis civil war
553	1034	734	364	409	Pekal and Tokis go to war
558	1039	739	369	414	Eldor declares war on Lendelwood
559	1040	740	370	415	Locust migrations in Tokis Mendarn declares war on Pel Brolenon, Vrandol taken
562	1043	743	373	418	Dejy-Gakite Wars begin
563	1044	744	374	419	Present Year

I.R.	Imperial Reckoning:	The Kalamaran calendar. Imperial Reckoning came into use during the reign of Kolokar. Today the Imperial Reckoning, used by the Kalamaran Empire, the Young Kingdoms, Paru'Bor, O'Par, Pekal, Ahznomahn and most merchants, is the most commonly used calendar of Tellene.
Y.K.	Year of the King:	The Brandobian calendar. Originally based on Diadolai rather than Veshemo, the Year of the King came into use immediately after Brandobia was established. Currently, Mendarn, Cosdol, Eldor, and their colonies use Y.K. Pel Brolenon has its own calendar based on the founding of the House of Shackles.
Y.N.D.	Year of New Discovery:	The calendar of Reanaaria Bay. The Reanaarians began using Y.N.D. the day after they crossed the Ka'Asa Mountains and discovered Reanaaria Bay. The entire bay area, including Thygasha and Skarrna use the Year of new Discovery calendar.
C.M.	Coming of Miznoh:	The Svimohzish calendar. The Ozhvins, Meznams, and Zazahnii have been using the Coming of Miznoh calendar since Miznoh united the island.
F.C.	Fhokki Calendar:	Most of the people of the Wild Lands use the Fhokki Calendar. The origin of this calendar is unknown. Most scholars believe that outside (Kalamaran) influence caused many Fhokki clans to begin using calendars. Eventually a universally recognized calendar, the Fhokki Calendar, developed.

Appendix II:

Cities

Cities are filled with wonder, beauty, luxury, delights, danger and intrigue. An exciting adventure can begin there or a life can suddenly and violently end. The city is the expected place to buy and sell wares, learn necessary skills to further one's chances, and perhaps even to delve into the powers of faith or magic. The wildest of fantasies can be explored inside the city's high walls or one may suddenly be confronted by the most unthinkable of nightmares. A city sojourn can be that of solace, comfort and pleasurable luxuries or it may become a place of great treachery and cunning deceit. Because so many are crowded together, life is cheaply held; for a few coins, a life may be bought, sold or mercilessly destroyed. So welcome to the city, a place of opportunity, but remember to keep alert, try to think and act fast and always watch your back!

Approaching the City

As the traveler draws near a mature, thriving city, there is an increasing frequency of, and a decreasing distance between dwellings. The large farms and ranches of the countryside are no longer seen and smaller farms, and an occasional mill, forge or shop can be noticed. As one draws near the city, small villages are passed through, then towns. Finally, the city itself is reached. Normally, approximately 90% of a city's population lives near, but not actually within, the city's walls.

A city's fortifications are normally made of stone with large iron gates serving as portals. An occasional moat is still employed, although these are found only in the oldest of cities. Older cities may have wooden fortifications that were built before the advent of large siege machines, such as catapults. These wooden fortifications were always a sufficient barrier to armed invaders and small missile weapons, but not to the large boulders that catapults can launch. The cities that can afford it have now added stone to their fortifications, if stone is locally available.

Depending upon the size of the city, there are one to four gates that are large enough to accommodate commercial traffic. At each of these large gates stands a gatekeeper, many "hawkers" trying to sell their wares, a wild assortment of beggars all with their hands out, and a few sneak thieves and pickpockets ready to make off with a weary traveler's possessions.

A toll usually must be paid to the gatekeeper before gaining entrance to the city. How wealthy or important a traveler seems will often determine the magnitude of the entrance fee. Of course, any extra money collected will quickly disappear into the gatekeeper's sizable purse, making this a very lucrative position to hold. A gatekeeper can be an excellent source of information, as he is in the thick of the hustle and bustle and sees so many come and go. A gatekeeper's memory can often be jogged or fogged by passing him some silver. So if there is an unusual person, holy symbol or outfit sought, or if someone needs to "disappear," or not be remembered, consider the sharp-eyed gatekeeper.

A stranger to the city may be required to make a preliminary visit to the city guard station. There, he or she may be informed about any restrictions regarding the use or possession of weapons, specific holy symbols or even whether or what kind of magic can be used within the city's walls. It may be necessary to leave valuable and life-saving objects there to conform to the city's laws. Being thus parted from a trusted blade or spellbook can be quite distressing, especially when the potential for danger or a hostile encounter is so high. Sometimes an expensive special permit allowing an adventurer to retain her weapons can be purchased.

Normally at night, the city's large gates are sealed and no one is permitted entrance or egress until morning. One needs to be resourceful in finding alternate means of passage. Every city wall has its unguarded or "weak" spots, especially under the cover of darkness, which might be very handy for the adventurer in times of trouble.

The City Proper

Upon entering the city, the adventurer will immediately become part of a teeming mass continually on the go and usually struggling to survive. Multi-story buildings encroach upon the already crowded and too narrow streets. As one gets further into the city, the narrow streets become boulevards and the homes become progressively larger and

finer. The aristocrats live near the center of town, in a community adjacent to the residence of the duke or mayor. The middle class merchant and his family often resides in an apartment above his shop, which is usually located between the upper class neighborhood and the city walls. The lower classes make their small and humble homes closest to the walls.

One thing an adventurer may not be prepared for is the overwhelming stench of the city. Farm animals, such as chickens, pigs, cattle and horses are commonly found in great numbers within the city walls. Garbage, refuse and excrement are just dumped directly onto the streets and their shallow gutters, where it remains until the next rain. Deeper gutters and sewers are found in only the largest and most prominent cities. The diseases that accompany such a filthy environment should also be of major concern to the traveler. A trip through these streets could be fatal to those not used to such exposure to filth and disease.

Every city has a marketplace where the majority of goods are bought, sold and traded. Of all the sites in the city, this is the place that is the most interesting, congested and dangerous. Goods of all kinds can be purchased here, from weapons and armor to fine silk clothing to artwork. Criers are often found here, announcing official news such as tax increases or new royal edicts, local news such as marriages, births and funerals, or simply announcing the time of day. Criers, more than posted notices, are the most common way to pass information on to the public. Entertainers of all kinds can also be found in the marketplace: puppeteers, fire breathers, magicians, actors, musicians and jugglers.

Adjacent to the marketplace are most of the permanent shops that local merchants own and operate. Here are the small curio shops where exotic potions, spell components, and most importantly, information may be purchased. Also located in this general area are most of the quality inns. There are also cheaper inns located near the city's walls, but these tend to be poorly maintained and have bad food and even worse ale.

A good inn is where the tired adventurer can heal his wounds and spend his hard earned coins on some of life's simple pleasures. Most inns, for a fee, will stable and feed a horse, serve hot meals such as stew, bread, cheese and wine, and provide simple lodging. Meals are usually eaten in a large gathering room called a "common" room that is most often located on the first floor of the inn. It is here that adventurers can associate with both the locals and travelers from far-off lands. Tales of heroic deeds or of vast caches of treasure can be heard on any given evening while sitting around the fireplace and enjoying a sip of cheap wine or ale.

The sleeping rooms are usually located on the upper floors of the inn. The rooms and beds are typically shared by two to four people. A small table, several chairs, a wash pot, a chamber pot and a bed are the usual furnishings. There are no fireplaces in most of the sleeping rooms, both to minimize cost and to prevent fires by careless guests. There is a coarse straw pallet and a large loosely stuffed feather pillow on the bed. The single blanket is made of coarsely combed wool. Clean sheets are considered a luxury and are rarely provided. There are larger, nicer rooms with fireplaces and sheets on the bed, but these are usually quite dear and are reserved for wealthy patrons.

There is a great difference between the prosperous and the unfortunate in the city. The wealthy parade from store to store, wearing their finery, with their servants trailing behind to hold any purchases, and with a fine carriage waiting nearby to carry them home when tired. Much more commonplace in the streets are the poor, ragged, blind, lame or diseased beggars asking for a few coins. Mixed in with the truly unfortunate are some healthy beings only pretending to be destitute beggars. For a few coins, beggars can sometimes be valuable sources of information since they are always on the street and can observe so much. Be aware though, their information is sometimes created to satisfy the perceived needs of the purchaser.

The city streets are usually quite narrow, not much wider than the average carriage. Traffic often must come to a standstill because two carts or carriages meet on the same street, and one has to back out of the other's way. The streets are usually straight north-south or east-west routes while the alleys seem to meander aimlessly. Only the foolish travel the alleyways alone. Traffic is not regulated and moving vehicle accidents are common, as the more important personages feel they automatically always have the right-of-way. People who drive these carriages and carts have no regard for those afoot. One should remember to look both ways before crossing a street or lest he end up under a horse or wagon.

The Community

Scattered throughout the city are temples of a wide and varied assortment of deities. Large cities have places of worship for all the major religions. Clerics may find their own religion's temple a place of rest and sanctuary from the trials of adventuring. For higher level priests, a major city may be the only place with mentors skilled enough to train them.

Trade guilds are common throughout the city. The vast majority of craftsmen and professionals, i.e., those with formal training, belong to these guilds. Weaponsmiths, apothecaries, woodworkers, masons, weavers, fighters and jewelers are typical examples of trade guilds. The stated purpose of such guilds is to ensure that customers will receive quality products at a fair price while protecting the jobs of its members. In reality, the guild usually has a monopoly on its particular service or product and can

charge whatever price it wishes. If non-guild craftsmen try to undercut the guild's prices or services they will soon be visited by its enforcers.

Individuals skilled in a particular trade are not automatically granted membership into the guild. The old adage, "It's not what you know, it's who you know," rings true in the city. A craftsmen must have a license from the local guild in order to practice within the city. Craftsmen without licenses must either be satisfied with working for a licensed guild member or move on to another locale. The requirement of a license prevents the market from being flooded with similar products, which the guild members believe would cut their profit or even put them out of work.

Craftsmen are generally classed either as an apprentice, a journeyman or a master. The given rank is dependent on the level of ability and experience, the passage of stringent tests and the payment of a guild fee. Apprentices are usually children of wealthy merchants or other guildsmen and range in age from eight to twelve. They are sent to a particular master to learn that master's trade. Masters do not train their own children, which helps to ensure that no preferential treatment is given to the apprentice. Apprentices work long, hard hours while performing the lowest and most degrading tasks. They receive only lodging, minimal food and no money for their seven long years of service.

The journeyman position is typically reached by the mid to late teens. The supervising master will verbally inform the guild that an apprentice has passed the requirements necessary to advance to journeyman. A test of skill may be required, though this is rare. In addition to room and board, journeymen are paid a small wage for their services. Training continues under the watchful eye of the master, while another youth is taken on as apprentice.

The title of master is typically attained by the early to mid-twenties. This is an individual who has mastered the finer points of his skill and is now competent enough to be licensed. Obviously, there are varying skill levels even under this title that come only with experience. Individuals new to the title of master often just return home to their father's shop to work under him, with the hope of one day inheriting the family license. Others may roam the countryside in search of a growing community where their skills are needed and there is some money to be made.

Thieves, like other craftsmen, also have a guild. Freelance thieves, if caught, are dealt with very severely by the local guild. Thus, visiting rogues who desire to ply their trade are encouraged to register with the guild. Finding the local thieves' guild, on the other hand, may not be all that easy. Thieves vary in class from simple cutpurses and pickpockets to some of the most feared rogues in the city. Unresolved rivalries between religions, merchants or guilds may be settled permanently through the hiring of a local guild assassin.

The city streets, especially at night, are dangerous places. Street lights are non-existent. The little illumination there is tends to come from building windows, such as those of the inns. City guards patrol the streets but are often noisy, easily eluded and less than enthusiastic about venturing into the alleyways. Day and night, there is always the threat of falling victim to a clever thief. As one adventures through a big city there is also the chance of encountering dangerous monsters. Rats (both normal sized and giant), wererats, rabid and starving dogs, feral cats, ghouls and other undead may lurk in the city's sewers, alleyways, graveyards and abandoned buildings.

Government

Most nations on Tellene are simple monarchies ruled by a royal family. The cities within a kingdom may be feudal or free-governing in nature. All cities, regardless of type, owe allegiance to the king, pay taxes and supply men-at-arms in times of war. A feudal town can either be governed personally by the king, if the city is the capital of the kingdom, or by his personally appointed duke. The duke may parcel out land to his more loyal subjects to live and raise crops on, but they are never given ownership of it. In exchange for a high percentage of all goods produced and services rendered, the duke will provide protection and a form of government for his people. Often he will appoint loyal subjects to hold various public offices to help him run the city. Such total power can be very corrupting, and the duke may or may not be a fair or just ruler. The distinction between classes in a feudal town is quite noticeable and upward movement between classes is virtually non-existent.

A free city is governed by a king-appointed governing board, or council that oversees the daily running of the city. The chosen council members are usually active resident noblemen who have close ties to the royal family and will best serve the interest of the King. They are well-versed in law and government and may belong to the Litigants' Guild. Appointed officials in a free city typically include a mayor, guardian, bondmaster and, if applicable, a portmaster. In most cities, there are no official ties between church and state, although the dominant religion will undoubtedly have significant influence on important matters.

The guardian is usually the commander of the city guard. His responsibilities include protection of the city, maintaining law and order and the management of the city jail and gallows. This is a very prestigious position, usually making him second in command only to the duke or mayor. Often the guardian is an experienced adventurer with ties to the city. He is a man to be respected and feared. The wise can only hope their paths do not cross on the wrong side of his sword.

The bondmaster is typically responsible for the collec-

tion of taxes and the balancing of the city ledgers. In a feudal city, the collection of taxes is much more rigorous since the higher expectations of the king places greater financial demands on the duke. Also, the way society is so structured in a feudal city and its class systems, all taxes are rigorously collected, often using brutal and heartless methods. A free city collects taxes from its citizens but there is more free enterprise and thus unrecorded and untaxed monies are often passed under the table with the bondmaster being willing to look the other way, for a personal reward.

Seaports need a portmaster to govern the harbor. The typical portmaster is a veteran of the sea with many years of piloting and navigating experience. His responsibilities include maintenance of the docks and waterways, providing piloting services to incoming and outgoing vessels, and collection of import, export, and registration taxes. All maritime responsibilities rest upon the shoulders of the portmaster.

Free cities have a mayor appointed by the council and responsible for governing the everyday affairs of the city. She is a very busy person and an audience requested with her will often be denied unless made by someone of great importance or interest. The mayor reports to the council on a monthly basis concerning the fiscal state of the city, preparations for special occasions such as festivals, approval for the hanging of criminals and the overall status of the city.

The city is truly a place of wonder and a source of great adventure. Inexperienced, unwary adventurers are likely to be awed by the city's vast range of experiences, and maybe even separated from their worldly possessions. But, as characters gain experience, they are more likely to find excitement and intrigue in the fabulous melting-pot of life called the city.

City Quick-Reference Chart

City	Region	Country/Location	Population	Page #
Aasaer	Reanaaria Bay	North of Fautee Forest	6,700	128
Almven	Brandobia	Dalmond River/Voldor Bay, Omdal River	4,000	12
Alnarma	Brandobia	Elos Desert/Coast of Straits of Svimohzia	3,800	91
Andven	Brandobia	Eldor/Yordon Sound	4,900	12
Anowhizh	Svimohzia	West Ozhvinmish/Northeast coast	22,200	152
Ardarr-Norr	Wild Lands	Skarrna/Reanaaria Bay	16,100	110
Aroroleta	Kalamar	Dodera/Ridara and Doreba rivers	24,100	49
Ashakulagh	Young Kingdoms	Norga-Krangrel/Ashul Weald, Ek'Ridar River	5,200	85
Ashoshani	Svimohzia	West Ozhvinmish/Miznoh Forest	88,900	149
Baethel	Reanaaria Bay	North of Nanakary Forest	7,500	129
Balelido	Kalamar	Tarisato/E'Korug River	6,400	57
Baneta	Kalamar	Pekal/Elos Bay, Banader River	16,000	55
Barido	Young Kingdoms	Ek'Kasel/Kalalali Forest	5,300	74
Batullagh	Kalamar	Tarisato/P'Tikor Hills	7,900	34
Bebeta	Kalamar	Dodera/Doreba River	8,100	34
Bet Bireli	Kalamar	O'Par/Ryakk Woods	10,600	52
Bet Dodera	Kalamar	Dodera/Aga-leli River	17,900	47
Bet Kalamar	Kalamar	Kalamar/Rolufel Forest, Kalamaran Bay	310,000	38
Bet Kasel	Young Kingdoms	Ek'Kasel/ Banader River	10,300	79
Bet Regor	Wild Lands	Paru'Bor/Renador River	23,300	105
Bet Rogala	Kalamar	Pekal/Lake Eb'Sobet	20,900	53
Bet Seder	Kalamar	Tokis/Elos Bay	47,800	61
Bet Urala	Kalamar	Basir/Elos Bay, Ubikokeli Highlands	53,300	45
Betasa	Young Kingdoms	Ek'Gakel/Kalalali Forest	11,400	77
Birirelido	Kalamar	Basir/Ridara River	6,300	34
Breven	Brandobia	Mendarn/Elenon Mountains	5,000	12
Bronish	Svimohzia	Northwest Svimohzish Isle	8,000	164
Bronven	Brandobia	Eldor/Edros Bay	4,400	12
Burzumagh	Svimohzia	Ul-Karg/Zamul Forest	9,500	156
Byksha	Wild Lands	Shynabyth/Khorren Woods	4,900	100
Bynarr	Wild Lands	Tharggy/Shynako Hills, Jenshyta River	19,800	113
Cilorealon	Young Kingdoms	Kalalali Forest, Renador Lakes	9,900	97
Cosolen	Brandobia	Cosdol/Voldor Bay	39,100	15
Crandolen	Brandobia	Cosdol	18,100	16

City Quick-Reference Chart

City	Region	Country/Location	Population	Page #
Dakyno	Wild Lands	Thybaj/Jenshyta and Jendasha rivers	5,000	115
Dalen	Brandobia	Eldor/Edros Bay, Brolador River	98,100	18
Daresido	Young Kingdoms	Korak/DuKem'p Swamp	6,300	74
Daruk	Wild Lands	foot of Byth Mountains/north of O'Par	11,200	117
Dayolen	Brandobia	Mendarn/Brandobian Ocean	13,900	25
Dijishy	Young Kingdoms	Elos Desert/Elenon Mountains	6,000	92
Dopven	Brandobia	Mendarn/Brandobian Ocean	3,600	12
Dorndern	Brandobia	Cosdol/Omdal River	2,800	14
Doulathanorian	Kalamar	Edosi Forest (Elven-- not on map)	18,00	66
Dowond-Brandel	Brandobia	Pel Brolenon/Straits of Svimohzia	86,100	27
Dralven	Brandobia	Eldor/Edros Bay	3,000	12
Draska	Wild Lands	Byth Mountains	17,000	123
Dynaj	Reanaaria Bay	Khydoban Desert/Sea of the Dead	4,000	130
Eb'Kakido	Young Kingdoms	Korak/Adiv Hills	4,600	74
Eb'Sarido	Kalamar	Dodera/Doreba River	4,000	34
Ehzhimahn	Young Kingdoms	Elos Desert, Whimdol Bay	8,500	93
Emosvom	Svimohzia	Zazahni/Izhoven River	8,000	159
Falikido	Kalamar	Kalamar/Alufalik Hills	4,800	34
Fashyr	Wild Lands	Vrykarr Mountains, Rokk Woods	4,900	100
Fodeta	Kalamar	Tokis/Elos Bay, E'liral River	8,200	34
Fopasido	Young Kingdoms	Korak/P'Bapar/Adiv Hills	6,100	83
Fymar	Wild Lands	Torakk/Reanaaria Bay, Narrajy Forest	5,200	118
Gaketa	Kalamar	Tokis	7,700	62
Geanavue	Reanaaria Bay	Courai Heights	8,400	131
Giilia	Reanaaria Bay	Keenoa Tors	7,100	132
Gimbatagh	Kalamar	Tarisato/P'Tikor Hills	3,500	34
Gogido	Kalamar	Tarisato/Obakasek Jungle	3,200	34
Gothmerr	Wild Lands	Drhokker/Jorakk River	3,300	100
Inolen	Brandobia	Eldor/Edros Bay	23,900	20
Kabakosikido	Kalamar	Tarisato/Obakasek Jungle	4,200	58
Kako-Gyr	Wild Lands	Slen/Deshada Mountains	19,900	111
Kalaleta	Young Kingdsoms	Kalalali Forest	7,200	74
Kaleta	Kalamar	Dodera/Agateli River	9,800	51
Kalokapeta	Young Kingdoms	Ek'Kasel/Renador and Banader Rivers	13,300	74
Karasta	Kalamar	Beneath the Ka'Asa Mountains	25,000	69
Kasebapido	Young Kingdoms	Korak	4,300	74
Kasido	Kalamar	O'Par	4,900	34
Kazullagh	Svimohzia	Ul-Karg/Zhano-mewhi Bay	8,200	142
Kojy	Wild Lands	Tharggy/Ryakk Woods	4,100	100
Kolido	Kalamar	Tarisato	5,600	34
Korem	Young Kingdoms	Korak/Banader River	10,400	81
Koreta	Kalamar	Paru'Bor	7,800	34
Lathlanian	Brandobia	Lendelwood, Lake Fanateon	12,100	30
Lidereta	Kalamar	Kalamar/Paliba Woods	7,700	38
Miclenon	Young Kingdoms	Elos Desert, Whimdol Bay	19,700	94
Miznahn	Svimohzia	Ozhvinmish/Miznoh Forest	7,300	142
Monam-Ahnozh	Svimohzia	Meznamish/Mewzhano Bay	88,500	147
Napalido	Brandobia	Cosdol/Napalago Hills	4,800	12
Narlven	Brandobia	Mendarn, Brandobian Ocean	4,200	12
Narnolen	Brandobia	Mendarn/Elnon Mountains, Crondor River	8,700	12
Narr-Rytarr	Wild Lands	Lake Jorakk, Jorakk River	28,000	120
Nenehi	Svimohzia	Ozhvinmish/Eastern Coast	25,700	153
Nordolen	Brandobia	Eldor/Yordon Sound	19,600	12
Norr-Bharr	Wild Lands	Lake Jorakk, Lower Byth River	1,000	116

City Quick-Reference Chart

City	Region	Country/Location	Population	Page #
Nythok	Wild Lands	Drhokker/Kannej Swamp	5,500	103
Nyton	Wild Lands	Thybaj/Jenth Ridges, Fyban Forest	8,300	100
Oloseta	Kalamar	Tarisato/E'Kong River	26,200	59
Ospolen	Brandobia	Mendarn/Brandobian Ocean, Crondor River	45,700	24
P'Bapar	Young Kingdoms	Legasa Peaks	73,100	86
Pagalido	Kalamar	Tarisato/Kalamaran Sea	4,700	34
Paketa	Wild Lands	Paru'Bor/Kabela Downs	20,300	106
Pipido	Kalamar	Tokis/E'Liral River	4,300	64
Premolen	Brandobia	Eldor/Brolador River, Brolador Forest	9,800	21
Prompeldia	Young Kingdoms	Elos Desert, Elos Bay	18,800	88
Randolen	Brandobia	Eldor/Brolador Forest	8,900	12
Ranven	Brandobia	Eldor/Edros Bay	3,000	12
Ridareta	Kalamar	Dodera/Ridara River, Kakapela Hills	7,500	34
Rinukagh	Young Kingdoms	Elenon Mountains, Ek'Ridar River	12,200	84
Robuselido	Young Kingdoms	Ek'Gakel/Brandonwood	3,000	74
Ronazagh	Svimohzia	Ul-Karg/Durbattan River	11,400	157
Rosaleta	Kalamar	Kalamar/Kalamaran Bay	14,800	41
Rynoshok	Wild Lands	Shynabyth/Byth Mountains	15,900	108
Saaniema	Reanaaria Bay	Reanaaria Bay/western edge	5,000	134
Salido	Young Kingdoms	Korak/Ek'Kasel/Norga-Krangrel	3,600	74
Salireta	Kalamar	Kalamar/Badato River	9,600	34
Salirido	Kalamar	Tokis/E'Liral River	3,300	34
Saritido	Young Kingdoms	Korak/Norga-Krangrel	3,500	74
Sarr	Wild Lands	Shynabyth/Shyf Hills	3,000	100
Segeleta	Kalamar	Kalamar/Paliba Woods	3,000	42
Shaggar	Wild Lands	Kalamar/Paliba Woods	3,200	100
Shrogga-pravaaz	Young Kingdoms	Elos Desert, Elos Bay	5,500	95
Shyff	Reanaaria Bay	Reanaaria Bay, Narrajy Forest	7,500	121
Shyta-na-Dobyo	Young Kingdoms	Brindonwood, Shadesh Bay	17,000	90
Shyta-Thybaj	Wild Lands	Thybaj/Vrykarr Mountains	17,200	115
Sisalasido	Young Kingdoms	Ek'Gakel/Ek'Kagel	3,700	78
Sobakaseta	Kalamar	O'Par/E'Liral River	9,200	34
Sobeteta	Kalamar	Kalamar/Alubelok Swamp	56,300	43
Svomwhi	Svimohzia	Zazahni/Izhoven River	18,900	160
Svowmahni	Svimohzia	Ozhvinmish/Northeast coast	123,100	150
Tagaleta	Kalamar	O'Par/Kakapela Hills	8,300	34
Thygasha	Reanaaria Bay	Khydoban Desert, Arajyd Hills	35,600	135
Togeseta	Kalamar	Kalamar/Kalasali Woods, Badato River	7,200	34
Trarr	Wild Lands	Drhokker/Jorakk and Jendasha Rivers	5,500	104
U'Rudaketa	Kalamar	Tokis/Elos Bay	16,100	65
Unvolen	Brandobia	Eldor/Lendelwood, Brolador River	10,400	22
Varmorr	Wild Lands	Torakk/Lake Adesh, Lower Byth River	3,000	116
Vhott	Wild Lands	Thybaj/Rokk Woods	3,600	100
Vrandol	Svimohzia	Svimohzish Isle/far west coast	9,700	162
Vrendolen	Brandobia	Pel Brolenon/Eldrose Forest	58,400	29
Wimish	Svimohzia	Zazahni/Izhoven River	20,600	142
Xaarum	Reanaaria Bay	Fautee Forest	6,400	137
Yelden	Brandobia	Mendarn/Brandobian Ocean	1,650	12
Zenshahn	Svimohzia	Zazahni/Zhano-mewhi Bay	24,700	161
Zha-nehzmish	Svimohzia	Ahznomahn/Mezh-vowmi Isle	130,200	144
Zhanohven	Svimohzia	Zazhani/Southwest territory	8,300	142
Zoa	Reanaaria Bay	Sea of the Dead, Fautee Peninsula	49,400	138
Zomo-wim	Svimohzia	Ozhvinmish/Awhom Forest	19,10	154

Code of Law

Law in the Kingdom

Eventually, as DM, it will be necessary to use the law to settle disputes, to punish characters or even as a source of adventure. It is important, therefore, to provide a framework for the justice available in a medieval fantasy setting. Since most countries in Tellene are kingdoms ruled by a sole despot or lands that were previously ruled by a king, it is most sensible to cover in detail those legal systems that are typically found in such nations. References to other types of legal systems are provided as needed.

In a land ruled by a sole monarch, the source of all legal authority originates from the ruler of the land. The crown is always the final authority on all legal matters within the realm. It is possible, however, that there is some legal authority given over to the masses that limits the power of the king, an example is the Magna Carta in England. This occurs only in nations with strong nobility and weak (or non-existent) monarchs, such as in Zazahni, O'Par or Dodera. The more powerful monarchies such as Kalamar, Eldor or Tharggy have rulers that wield absolute and supreme power.

Originally, the only law of the land was the King's Law. These laws have come to be written as statutes, collectively called the King's Code. A violation of the King's Code was tried in a Court of Law. Penalties and sanctions were handed down by rigid, swift and often merciless decisions. These courts were very effective in meting out criminal sanctions but were slow to adapt to the intricacies involved in the contractual disputes that began as trade and travel became more prevalent.

As commerce became increasingly common across Tellene, the new merchant class found it necessary to create a more just court system that could handle complex cases involving economic and contractual disputes. Towns began to supply magistrates and judges for the sole purpose of resolving these disputes. Eventually, a whole legal forum was born. These courts became known as the Courts of Equity. They provided the type of specialized legal expertise required where trade and commerce had overtaken crime as the major source of legal dispute. Kings eventually adopted the Courts of Equity, as they appeared to be an unlimited source of revenue for the crown.

Today the King's Law is divided into two distinct court systems, the Courts of Equity and the Courts of Law. The Courts of Equity handle all civil suits while the Courts of Law follow the King's Code and are primarily used for criminal cases. Courts of Equity try to provide fair rulings based on economic and monetary principles. They determine pecuniary damages and provide a venue for transfer of funds from the loser to the victor. The Courts of Equity have developed their own body of law, known as Guild Law. Guild Law is comprised of legal canons and statutes that are rationally based on precedence and scholarly treatises. The Courts of Law generally mete out criminal punishment and sanctions such as fines, imprisonment or death.

The King's Code

To be enforced in a duly authorized Court of Law

Crimes against the Crown

Arson
Banditry/Highway Robbery
Bearing Arms Without Right
Bribery of a Crown Official
Civil Disobedience
Destruction of Crown Property
Embezzlement of Crown Funds
Extortion
Fraud on the Crown
Grave Robbing
Illegal Fire
Illegal Money Changing/Usury
Impersonation of a Crown Official
Possession of Illegal or Stolen Items
Perjury
Piracy
Public Drunkenness/Disorderly Conduct (Unlawful Dueling)
Rioting/Inciting Riot
Sedition
Slavery

Treason/Revolt
Vagrancy
Plus all crimes listed below

Crimes Against Nobility
Blackmail
Forgery
Blasphemy
Plus all crimes listed below

Crimes Against Freemen
Trespassing
Robbery
Burglary
Plus all crimes listed below

Crimes Against Peasants (Serfs) and Slaves
Assault
Battery
Kidnapping
Manslaughter
Murder
Rape
Theft

Descriptions of the Crimes and Sentences

Arson: Setting fire to Crown property (or any property within city limits). Penalties include heavy fines or confiscation of property, as well as either dungeon imprisonment, hard labor, exile for life, or death.

Assault: Putting an individual in imminent fear of personal bodily harm. Possible punishments include light or medium fines, the pillory or public flogging, and a ban or edict against the individual. However, bans are rarely enforced unless the victim is nobility, royalty, an official or similar individual—such as a foreign diplomat.

Banditry: Waylaying passersby and relieving them of their possessions. Punishment varies from a combination of mutilation and hard labor or dungeon imprisonment, to death for more infamous highwaymen.

Battery: Striking another in an offensive or harmful manner. Battery is generally only enforced for severe beatings, unless the victim is an important individual or nobility. The penalties are the same as for assault, plus dungeon imprisonment (generally a few days).

Bearing of Arms Without Right: In most states only nobility and authorized military personnel have the right to bear arms, such as a sword, mace or lance. Weapons with other uses (e.g. hand axe) are usually allowed. Freemen can generally purchase this right for a fee. Penalties vary depending on the social status of the offender. Punishment includes confiscation of property (the weapon), light or medium fines, the pillory and/or public flogging, and perhaps even dungeon imprisonment.

Blackmail: Blackmailing nobility or royalty is considered a serious offense punishable by hard labor or dungeon imprisonment, and heavy fines.

Blasphemy: An irreverent act or utterance against nobility or a local religion. Punishable by the pillory and/or public flogging, sometimes accompanied by a light fine.

Bribery of a Crown Official: Paying a public official to take action in a manner inconsistent with his office. A serious offense, punishable by heavy fines, the pillory and/or public flogging, and either hard labor or dungeon imprisonment.

Burglary: Pilfering goods from an unoccupied residence or store. Punishable by hard labor, dungeon imprisonment, and/or mutilation.

Civil Disobedience: Causing trouble in a public place is a very minor offense punishable by a light fine, and possibly the pillory and/or public flogging.

Destruction of Crown Property: Punishment varies with damage done. Punishment ranges from dungeon imprisonment to the pillory and/or public flogging, and usually includes a fine equivalent to the cost of repairs.

Embezzlement of Crown Funds: Punishable as burglary plus heavy fines including the pillory and/or public flogging, or burglary plus confiscation of property and either exile for life or death for very serious offenses.

Extortion: Obtaining goods, services or money through violence or threat. Punishable as embezzlement.

Forgery: Trying to mint your own coins or passing counterfeits. Punishable by mutilation and exile for life, or hard labor, dungeon imprisonment, heavy fines, confiscation of property, a ban or edict against the individual, as well as the pillory and/or public flogging.

Fraud on the Crown: Punishments vary wildly and cover the entire gamut depending on what type of crown official the victim was.

Grave Robbing: For mass graves, the pillory and/or public flogging, light fines, and a ban or edict against the individual. Robbing graves of nobility is punishable by death.

Illegal Fire: Having a fire lit after dark in an unauthorized building. Generally only buildings with stone foundations and stone fireplaces are allowed to have fire after dark. Punishable by a ban or edict against the individual, and possibly the pillory and/or public flogging.

Illegal Money Changing/Usury: Same penalties as forgery.

Impersonation of a Crown Official: Very serious offense, punishable by hard labor and exile for life, or death and confiscation of property.

Kidnapping: Punishment covers the full range, and depends on both the victim and the perpetrator. Nobles who are caught kidnapping serfs are released and perhaps

assessed a light fine while peasants caught kidnapping nobility are punished by death, or at least mutilation and hard labor or dungeon imprisonment.

Manslaughter: Accidental killing. Also, slaying another in a lawful duel and failing to report the death (there is no crime if the duel and death are reported). Punishable by either exile for life, hard labor, or dungeon imprisonment, including confiscation of property or heavy fines.

Murder: Punishable by death.

Possession of Illegal or Stolen Items: Punishable by confiscation of property, the pillory and/or public flogging, and heavy, medium, or light fines. Individuals may also suffer dungeon imprisonment or hard labor, depending on the value of the items and the social status of the perpetrator.

Perjury: Lying under oath is a very serious offense punishable by mutilation, and the pillory and/or public flogging. Guilty parties are then given hard labor, dungeon imprisonment, or exile for life.

Piracy: Banditry by sea. Punishment varies from a combination of mutilation and hard labor or dungeon imprisonment to death for more infamous pirates.

Public Drunkenness/Disorderly Conduct (Unlawful Dueling): Punishable by light fines plus the pillory and/or public flogging, or a ban or edict against the individual.

Rape: Carries the same punishments as kidnapping.

Rioting/Inciting Riot: Punishable by hard labor or dungeon imprisonment.

Robbery: Forcefully stealing from someone. Punishable by mutilation, and hard labor or dungeon imprisonment.

Sedition: Stirring up discontent against the state, which suggests treason, but lacks an overt act. Also, incitement of others to commit seditious behavior. Punishable by dungeon imprisonment, hard labor, or death depending on the nature of the act.

Slavery: Mistreating slaves, owning illegal slaves, or converting citizens or serfs (King's property) into slaves is punishable by light, medium, and heavy fines, respectively.

Theft: Pilfering someone's unattended goods (such as off a cart or table in the bazaar). Punishable by the pillory and/or public flogging, plus dungeon imprisonment and/or mutilation.

Treason/Revolt: Punishable by death.

Trespassing: Setting foot on someone else's land. Punishable by light fines, the pillory and/or public flogging, and a ban or edict against the individual.

Vagrancy: Punishable by the pillory and/or public flogging, and a ban or edict against the individual.

Note: If a convict is unable to pay her fine, she is thrown in prison until she is able to pay the fine or she dies, whichever comes first. Given that there are no paying jobs in prison...

A king, even if he wanted to, cannot make all the rulings alone, so he appoints sheriffs (generally the local lord), justices and magistrates to pass judgment on wrongdoers and tortfeasors. Typically suits brought in the Court of Equity are by appointment and are decided at an informal hearing before a local magistrate. Important cases, determined by who and how much money is involved, or appeals from magistrates are brought before one or more justices and are adjudicated at a formal hearing or trial. Appeals from tried cases are brought before a panel of justices. Second appeals are brought before the local sheriff himself, if he chooses to grant an audience. Appeals from a lord's ruling go directly to the sovereign. Obviously, this only occurs in extremely rare cases such as those involving a great deal of money, powerful merchants or disputes between nobility.

Appeals are almost never granted. Virtually the only way a criminal case gets to a higher court is when it involves nobility or very wealthy, landed gentry. A case may be granted an appeal because of pressure from an angry populace. Of course, released prisoners are sometimes retried (or lynched) for the same reason.

In more evil or harsh nations, those accused of a crime are given the opportunity to confess both before and after torture. Those that survive torture are given the benefit of a trial, either in a Court of Law or by ordeal. In oppressive kingdoms, the majority of cases are settled with a trial by ordeal. Ordeals vary widely but the odds are always stacked against the accused. A typical trial by ordeal is holding the accused under water for an extended period of time, if he survives then he is innocent.

In most nations, those fortunate enough to be prosecuted in a Court of Law are tried before a jury composed of witnesses, including eyewitnesses to the crime. Defendants are assumed guilty until proven otherwise, and typically must prove their innocence before the prosecution presents its case.

Spells such as *discern lie, speak with dead* or *divination* are only employed when there is an acceptable (to the prosecution) priest available. If the defendant, when presenting his case, wishes to employ spells of this type, he must use the crown approved priest. Of course, the defendant is required to pay the costs associated with the casting of such spells.

Because of these harsh and unfair rules of criminal procedure, it can be very difficult to prove one's innocence once accused, especially in very corrupt and evil nations. Good and just societies, such as Paru'Bor, have slightly better criminal procedures that provide a higher level of justice. In Kalamar it is often easier (and safer) to bribe the judges or, if one can afford it, the sheriff. However, one must be careful, since bribery itself is a crime.

Armies of Tellene

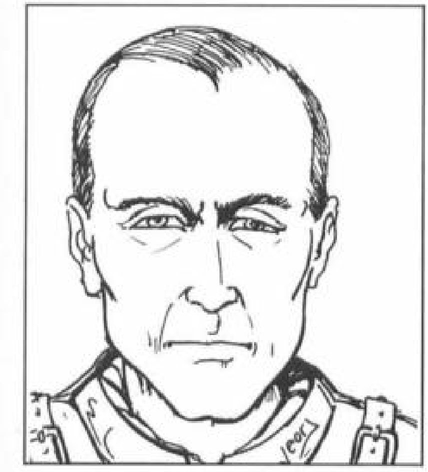
The Emperor's Grand Scheme

Upon his ascent to the Kalamaran throne, Emperor Kabori knew that one of his first orders of business must be a complete overhaul of her military. This would prove to be his most important asset in not only subduing internal dissent but in executing his grand dream of restoring the Empire to her former glory. Though strong in numbers, the army was corrupt and thoroughly unprofessional. Local nobility held sway over armies raised in their territories and most commanders were more interested in using their position to enrich themselves. This Kabori knew from first-hand experience. All too often he had to contend with troops rendered almost useless for battle due to inadequate provisioning, poor equipment and lack of pay. Having to draw provisions from the local nobility indentured his forces and made it nigh impossible to properly deal with rebellious petty nobles.

Having personally risen through the Legions' ranks, Kabori was intimately familiar with the subtleties of the military as well as the competencies of those in command. His first action was the elimination of all those who held rank due to political influence. Kabori replaced them with unit commanders that had proven themselves competent in the field or sadly, as his predecessors had relegated many of the "elite" regiments to internal policing actions, showed aptitude for such. He then instituted a restructuring of the armed forces based on field experience garnered in the Ka'Asa campaign. No longer would the Imperial Guards Legions remain top heavy with fancy show horses and populated with gaudy troops skilled only in parade march.

He established Tolis Island as a military reserve. On this island insulated from the corrupting influence of Bet Kalamar and out of reach of rival nobility he set about retraining the armies of Kalamar. Discipline and hard work were the order of the day and soon his ideas began to bear fruit. The sound tactical training and strong esprit de corps instilled in his legions created a force with which opponents would need to reckon. However, training alone would not suffice. Kabori sent individual guards battalions to the Ka'Asas to fight alongside the long-suffering Expeditionary Infantry Corps so as to harden them in combat.

At first, the Expeditionary Infantry commanders scoffed at the newly arrived units, viewing them at best as Kabori's dandies with their new black armor. (A more sinister view was that the Emperor dispatched these troops to keep the Expeditionary Infantry in line). However, the Guards battalions soon proved their worth in battle and earned the respect and even admiration of the Expeditionary Infantry soldiery. The experience so gained was fed back to the cadre at Kel Tolis and led to a further refinement of tactics.



Marshal Tedek Jevanik

The third son of Ronilasoto, the Earl of Jevanik, Tedek knew that the only hope of being more than a lackey to his older siblings was to make a name for himself in the legions.

The earldom, located near the headwaters of the Badato River was a harsh country whose people were engendered with a martial spirit developed from constantly defending their lands from the encroachment of humanoids raiding from the Ka'Asas. Tedek embodied this spirit and in a series of successful commands culminating with the ouster of the dwarven citadel at Irontop, earned the respect of Kabori as a man of action and intelligence.

That confidence moved Kabori to give Tedek the charge of revamping the entire Kalamaran military. At first he met resistance; the generals, typically drawn from the elite families of Kalamaran society, scoffed at this "yokel" and indignantly refused to cooperate. The subsequent purge sanctioned by Kabori, known as the Fortnight of Blood, eliminated those opposed to Tedek. Further pruning of the incompetent left him with a small but loyal staff eager to learn from him.

Kalamaran Order of Battle
(Imperial Reckoning 563)

"Guards" Legions [1st, 2nd and 3rd Legions]

The Guardians of the Imperial Throne ("Guards" in common usage) is an honorific bestowed upon legions that have distinguished themselves in service to the Emperor. They are considered elite units due to the skill of their cadre and the quality of their equipment.

1st Legion "Kabori"- Bet Kalamar

Unquestionably the single finest military organization on Tellene, the Kabori legion represents the crowning achievement of the Emperor's restructuring of his armies. From the humblest footsoldier through to her commander, the Kabori Legion represents the best. Her soldiers are blooded veterans having participated in the Tokis coup d'etat and dwarven counterinsurgency action in the Ka'Asas. Morale is high and she receives the best equipment the Emperor can provide.

2nd Legion- Kel Katagas (Fortress located midway between Eb'Sarido and the Erasar'Kol Marsh)

The Second Legion has been tasked to eliminate the last vestiges of dwarven resistance in the Kakidela Mountains in preparation for an eventual push into Tharggy. Progress has been limited due to the deep dwarven entrenchment and their unwillingness to engage in a conventional set piece battle. Legionnaire Donik Galo has devised an interesting logistical interdiction upon which he has bet his career.

3rd Legion- Tarisato

The Third Imperial Legion has been assigned the unenviable role of maintaining Kabori's rule within this rough and tumble region. The Legionnaire has dispatched her individual infantry companies to each of the nine Lords of Tarisato. He garrisons the balance of his forces at Kel Tarisato, a fortification he is constructing in the center of the territory.

Expeditionary Infantry Corps: [4th and 5th Legions]

So important is the task assigned to the units guarding the Ka'Asa frontier that similiar to the Guards Legions they have been assigned a Legionnaire Commander [Boti P'Kalo] who reports directly to the Emperor.

Due to the omnipresent danger of encounters with giants, each Legion has been assigned a ballista support company. This unit consists of three platoons each of which has four horse-drawn ballistae and a full crew with which to man them.

4th Legion- Falikido

The 'Fearsome Fourth' legion is responsible for garrisoning the Alufalik Hills. Like her sister legion (the 5th), her ranks are swelled with hobgoblin soldiery. These are not, however, mercenary troops led by clan lords. Humanoid troops receive training and indoctrination identical to their human counterparts. This insightful decision by Kabori has not only resulted in more disciplined humanoid troops but fanatically loyal ones proud of their Imperial citizenship. Though not as skilled tactically as the 1st Legion, the sheer individual strength and determination of this legion's troops render it a powerful force.

5th Legion- Togeseta

The 'Fighting Fifth' is responsible for garrisoning the P'Sapas Hills. She is virtually identical to the fourth in all respects.

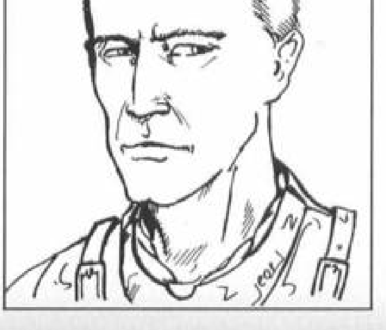
6th Legion "Bloody Pikes"- Lidereta (northern Paliba Woods)

The sixth legion is unique in many ways. Her core infantry component is comprised of pikemen instead of the swordsmen found throughout the rest of the Imperial legions. The highly trained squares are able to rapidly change face and confront an enemy from any direction. Such tactical innovation was deemed necessary after last year's disastrous Battle of Pipido Fields (see below). At Pipido, the superior Pekalese cavalry drove off the legion's flanking cavalry squadrons. This allowed Pekalese hobilar troops to form on the flank of the 1st Tokis legion, and then rout two Tokisian battalions.

7th Legion- Bet Seder (Tokis)

The Seventh Legion quarters in Kel Tok'rik, a fortress located a league outside the Tokisian capital. This legion has a multiplicity of roles to play. Her first and foremost duty is to guarantee the political stability of Tokis by checking the power of rival Barons. Second, the Seventh Legion ensures that King Adoku I follows the implicit dictates of the Imperial throne. Her tertiary duty is to train and direct the rabble that Adoku calls his field army.

In accordance with the ultimate objective of retaking Pekal,



Legionnaire Commander Aloju Basik

Overall Commander of the Guards Legions

Aloju is a nephew of King Rapos II of Basir. Unusual for one born into wealth and power, Aloju sought military service and commanded the forces of Basir in a successful campaign in the Alubelok swamp. Seeking an outsider to command his Guards legions (so as to assure their loyalty), Kabori approached Basik and offered him overall command of the Guards Legions.

He hesitated at first, not wanting to be a pawn in some contest between Kabori and his oft rebellious nobles. But he accepted the rank after he traveled to Kel Tolis and witnessed the seriousness with which Kabori viewed this position.

Aloju has the formidable task of ensuring that the three Guards Legions achieve the highest level of military competency and as such will be the shock troops of Kabori's army of reunification.

and secondarily to provide Adoku's troops with some combat experience, Legionnaire Bolovi made a push into the Pipitul Woodlands. He deployed a legion comprised of his 7th with the addition of three battalions of Tokisian heavy infantry. The elven garrison within the Pipitul identified this huge force as it was massing and sent word back to Prince Kafen of Pekal. He saw this as a serious threat and dispatched Colonel E'lorila's Rogala Regiment to counter it. With great haste, the troops were ferried across the E'Liral River and formed to meet Bolovi's army before it could stage a devastating raid into the Piputal. What occurred became known as the Battle of Pipido Fields.

Although outnumbered, the excellent Paruvian heavy cavalry detachment was able to drive off Bolovi's cavalry squadrons while E'lorila's elven archers decimated the Tokisian crossbowmen. As the armies closed to battle, the Pekalese reserve of hobilar troops maneuvered to the flank of the Imperial forces and drove home the attack in conjunction with the regular Pekalese infantry. Assailed from two sides, the novice Tokisian infantry battalions broke. With his auxiliary forces routed and E'lorila pressing his regular forces hard, Legionnaire Bolovi called for a fighting withdrawal. Rather than risk additional casualties, Colonel E'lorila allowed the Imperial force to withdraw, albeit under a steady barrage of elven arrows.

Troop Types

The Imperial legion is a self-contained fighting unit complete with organic cavalry and missile troops. Although Imperial legions can and have fought alongside one another, the need to field such a large force is rare. Therefore, this discussion will focus on the components and tactics of the Imperial legion as an independent fighting unit.

As would be expected from a regimented military organization, the Imperial Legion has a battle tested deployment scheme. Of her approximately 3300 soldiers†, 70% are heavy infantry, 13% heavy cavalry, 7% light cavalry and 10% missile troops (either archers or crossbowmen). Infantry troops organize into five battalions. These contain three companies of two platoons each. Each platoon contains 75-80 men for a resultant battalion strength of 450-480 soldiers. Cavalry troops organize into squadrons of 108 men. Each legion contains four squadrons of heavy cavalry and two squadrons of light cavalry. Finally, there are two missile companies each comprised of four 40-man platoons.

Heavy Infantryman: These rugged individuals are the backbone of the legion. Toughened by rigorous training, long road marches and manual labor‡, their ability to succeed in battle is key to the legion's victory and thus paramount to Kabori's grand ambitions. As such, it is these soldiers that are accorded the highest esteem – higher even than the mounted knight.

The typical heavy infantryman is clad in a chainmail hauberk with a helmet and carries a large metal shield. He wields a longsword in battle and also carries a few darts or javelins.

Pikeman: The pike armed soldier is a subset of heavy infantry, specifically trained for close formation, polearm tactics. He carries only a traditional pike and a punching dagger. Other than differing weaponry, he is identical to his sword-armed brethren.

Heavy Cavalry: Easily the most formidable individual weapons system, the mounted knight is also a versatile trooper. The heavy cavalry's task is to aid the infantry. They do this by protecting them from flank attacks from more mobile opponents, clearing away light missile troops which would otherwise be unassailable by the encumbered footmen and finally by applying shock attacks to an opponent's flanks. If placed in a situation that compromises their mobility, such as rough terrain, they are able to dismount and fight as pikemen (using their lances).

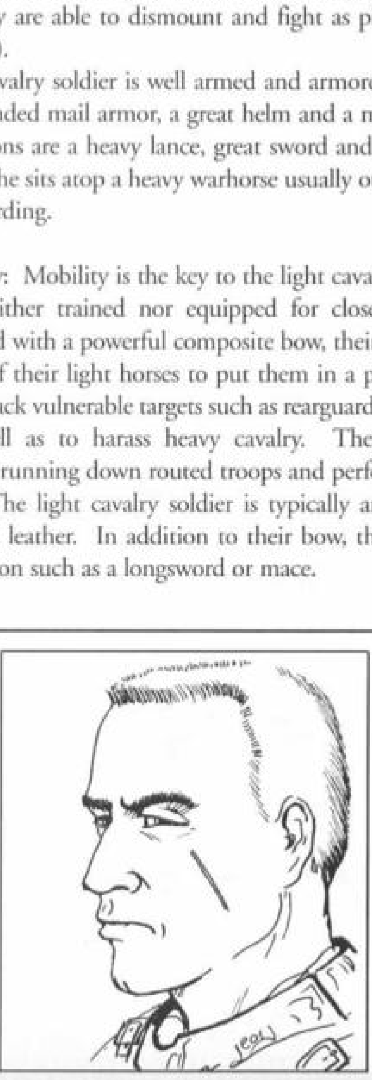
The heavy cavalry soldier is well armed and armored. He typically wears banded mail armor, a great helm and a medium shield. His weapons are a heavy lance, great sword and a light mace. Of course, he sits atop a heavy warhorse usually outfitted with chainmail barding.

Light Cavalry: Mobility is the key to the light cavalryman since they are neither trained nor equipped for close order combat. Equipped with a powerful composite bow, their role is to use the speed of their light horses to put them in a position where they can attack vulnerable targets such as rearguard troops or artillery as well as to harass heavy cavalry. They have secondary tasks of running down routed troops and performing reconnaissance. The light cavalry soldier is typically armored only with studded leather. In addition to their bow, they will have a melee weapon such as a longsword or mace.

Legionnaire Commander Boti P'Kalo

Commander of Expeditionary Infantry Corps

Like so much of the Expeditionary Infantry, General P'Kalo is from the hinterlands of the Empire. Son to Duke Lavi P'Kalo of Tarisato, the young Boti fled for his life when his brother assassinated his father. No longer having a home, the young noble sought out the Imperial Legions. Elitist and corrupt, the Legionnaire naturally banished the young Tarisato noble to the Expeditionary Infantry. Twelve years of hard campaigning seasoned the boy into a fine commander. He led the junior Expeditionary Infantry legion [the 5th] under Tedek Jevanik in the successful conquest of Irontop. His excellent performance and his familiarity with humanoid troopers prompted Jevanik to give this worthy subordinate command of the Corps when Jevanik ascended to the rank of Marshal.



Missile Troops (a.k.a. light infantry): Though the cheapest of any of the troop types to field, the light infantry performs a crucial role in the combined arms theory of warfare. Their superior mobility compared to heavy infantry allows them to overcome the latter. Their superior firepower as compared to the light cavalry (firing on horseback being inherently less effective) allows them to keep said troops at bay. Kalamaran tactics prescribe that the missile troops stand forward of the heavy infantry and fire at will until such time as they are threatened by advancing heavy infantry or a heavy cavalry charge.

The longbow is not a weapon native to the Kalamaran Empire and consequently one only encounters archers equipped with shortbows in the legions. Even these skilled troops are in short supply and thus found only in the most prestigious Guards Legions. This role is filled by crossbowmen in the rest of the legions.

The archer or crossbowman is very lightly armed. He usually only wears leather armor and a small personal weapon such as a shortsword in addition to his principle weapon and ammunition.

Deployment: A legion deploys for battle in two lines. The first line is comprised of three battalions abreast while the second line contains the remaining two battalions with an expanded frontage and reduced depth so as to match the first rank. The missile companies deploy in front of the infantry units. These troops will fire on an enemy while it closes to battle and then fall back behind the infantry as they close ranks for battle. The cavalry deploys on the flanks with the light cavalry farthest out.

Each type of soldier has a specific task. When an enemy force enters the field of battle, the light cavalry depart to interdict the opponent's light cavalry. If this is accomplished or if the opponent has not fielded a light cavalry force, these troops will proceed to harry the enemy's heavy infantry or heavy cavalry. The heavy cavalry ride forth to interdict the enemy's heavy horsemen and if successful to ride down missile troops or crash into the flanks of an infantry formation. The missile companies attempt to weaken and disrupt an advancing infantry formation or to fend off light cavalry before deploying to the rear. The heavy infantry closes for the imminent melee and hurls a volley of darts or javelins as the opponent approaches to combat.

A note on titles: The overall commander of Kalamar's Army is given the title of Marshal. The title Legionnaire Commander denotes authority over two or more legions. A Legionnaire is a particular legion's commanding officer and is equivalent to general.

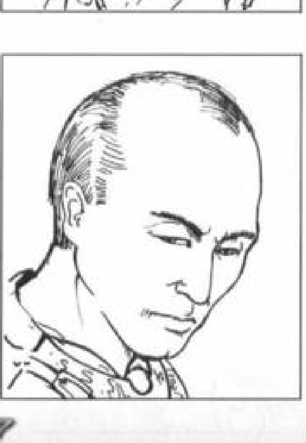
†The established strength of a standard legion is 3308 soldiers. This excludes porters and specialized auxiliaries such as artillerists. Actual numbers may vary due to combat losses or disease. Additionally, troops may be assigned or withdrawn for special missions.

‡Kalamaran troops always entrench whenever they make camp. Since the horsed troops have their animals to attend to, this work falls to the infantry. When not actively campaigning, most troops engage in various civil engineering projects. These have a twofold purpose. In addition to building necessary fortifications and roads, the hard physical labor keeps the men disciplined and in good shape instead of becoming soft "garrison" troops.

Legionnaire Donik Galo- Commander of 2nd Guards Legion

The young Galo has just recently been promoted from Colonel of the 1st Infantry Battalion to Legionnaire commanding the whole of the 2nd Guards. His superior Legionnaire Elik was replaced for failing to adequately contain the dwarven clansmen in the Kakidela Mountains.

Legionnaire Galo realizes that despite Elik's aggressive pursuit of the dwarven clans and the good showing of his elite troops in battle when the bearded ones actually met him in combat, victory can never be achieved as long as they can continue to retreat into their remote mountain fortresses. As such, he has altered his tactics to that of a logistical interdiction. He has ordered constant patrolling of the passes between the city of Shaggar and the dwarven areas deeper in the Kakidelas. Any merchants encountered are to be driven off. He has also ordered his quartermaster to approach the merchants of Shaggar and offer them the alternative of a risk free customer - namely his own army. He hopes that by providing another outlet for their goods he can stem the urge to run his blockade of the dwarves. Although this plan has raised the ire of some in Bet Kalamar, Kabori has let it stand. "Question not a solution to an intractable problem lest ye hath a better one to proffer..."



Legionnaire Serila Bolovi

Serila is burdened with the unenviable task of commanding the 7th legion stationed in Tokis. An adequate commander and an honest man, he is overwhelmed by the duplicity of the Tokisian court. Precious little time is available to actually command his legion such is the need to oversee King Adoku and his treacherous relations.

What time he can spend is invariably given over to the problems of the Tokisian legions. It is this lack of attention that resulted in the disaster at Pipido Fields. Although he has fallen from favor, he still holds his position due to Kabori's lack of an adequate replacement.

Armies of Tellene

Country	HC	LC	HI	HI-h	HI-p	LI-a	LI-c	M	E	Total
Ahznomahn		2,000		500			400			2,900
Basir	300	500	1,000				400	1,200		3,400
Bronish		75	75							150
Cosdol	600	800	800		1,000	500				3,700
Dodera	300	500	1,000		600		250			2,650
Drhokker	5,000	1,200		1,500						7,700
Dynaj			100							100
Ek'Gakel	500	1,000	1,000				500			3,000
Ek'Kasel	1,000		1,200							2,200
Eldor	3,500	1,000	3,000			1,000	1,000	1,200		10,700
Geanavue		80	80							160
Kalamar	4,000	1,500	15,000		2,000	1,000	1,500	1,000		26,000
Korak	1,200	200	4,500				300			6,200
Mendarn	600	600	1,200		1,500	1,000				4,900
Meznamish	200	600	2,500			500				3,800
Miclenon		150	125							275
Narr-Rytarr		150	150							300
Norga-Krangrel			8,000							8,000
O'Par	100	750		750	100	200				1,400
Ozhvinmish	1,500	2,500	1,000	3,000			1,000	500		9,500
P'Bapar	500	200	500							1,200
Paru'Bor	1,700	300	500			400			300	3,200
Pekal	600	450	4,000	600		1,800		300	750	8,500
Pel Brolenon			1,500			1,100		300		2,900
Prompeldia		100	200							300
Shyff		50	50				30	70		200
Shynabyth		500			2,500	500	650			4,150
Skarrna	1,000	500	1,500							3,000
Slen			1,800							1,800
Tarisato		500	5,000				900			6,400
Tharggy	1,000	400	2,200			500				4,100
Thybaj	250		1,600			500				2,350
Thygasha		350	350							700
Tokis	1,600	500	5,000		700	400	800	400		9,400
Torakk			3,500							3,500
Ul-Karg			10,000							10,000
Vrandol			300							300
Zazahni	2,000	5,000		1,000		500				8,500
Zoa		100	200				200	200		700

Key

HC	Heavy Cavalry:	Typical equipment consists of a barded warhorse, metal armor with lance, mace & sword.
LC	Light Cavalry:	Typically encountered with a light warhorse, spear or lance, definitely armed with [composite] bow, lightly armored.
HI	Heavy Infantry:	Standard troops are metal armored, with shield & sword or axe.
HI-h	Heavy Infantry [hobilar]:	Equipped per heavy infantry [but typically of lesser quality] with the addition of light riding horses.
HI-p	Heavy Infantry [pikemen]:	Typically less armored than standard heavy infantry but trained to fight in a phalanx. Assorted polearms will be wielded but each unit will be homogenous in weaponry.
LI-a	Light Infantry [archer]:	These troops are lightly armored & armed, [long]bows are always used.
LI-c	Light Infantry [crossbow]:	Equipped per archers but substitute crossbows. Cheaper than longbowmen but less effective.
M	Marines:	Leather armor, sword and wooden shield are standard; these specialized troops are adept at shipboard combat but may be outfitted as heavy infantry for land-based duty.
E	Elven Troops:	Elves fight as both heavy & light infantry. Equipment varies but is usually of the finest quality.

Equipment listed is necessarily very general and will vary with the economic status of the kingdom fielding these troops.

Country Quick-Reference Chart

Country	Capital City	Population	Ruler	Resources
Ahznomahn	Zha-nehzmish	550,000	Parliamentary rule	spices, herbs, lumber, foodstuffs
Basir	Bet Urala	685,000	Her Exalted Highness, Princess Dela II, Princess Regent of Basir, Admiral of the Imperial Fleet	foodstuffs, rare herbs, gold, gems, minerals, lumber
Cosdol	Cosolen	650,000	Welren Endremin, Archmage of the North, Ruler of Cosdol	furs, oils, foodstuffs, textiles
Dodera	Bet Dodera	525,000	His High Lordship, Orilaras I, Grand Duke of Dodera, Scourge of Tharggy	iron, copper, tin, gold
Drhokker	None	1,000,000	No single ruler	horses
Ek'Gakel	Betasa	602,000	His Most Excellent Chancellor, Brond Epseln, Ruler of Ek'Gakel for Life	textiles
Ek'Kasel	Bet Kasel	412,500	His Most Lordly Monarch, Erasar II, King of Ek'Kasel	lumber
Eldor	Dalen	2,625,000	His Most Regal Majesty, King Brenbol I of Eldor, Sovereign of Central Brandobia	foodstuffs
Kalamar	Bet Kalamar	4,450,000	His Most August Supremacy, Kabori I, Mighty Emperor of Kalamar, Supreme Ruler of Basir, Dodera, Tarisato, and Tokis	iron, tin, silver, copper, foodstuffs, livestock, gems
Korak	Korem	670,000	General Alere Garnak, Ruler of Korak	iron
Mendarn	Ospolen	1,125,000	His Royal Majesty, Aldorn III, King of Mendarn, Supreme Ruler of Southern Brandobia	foodstuffs, livestock, gold, gems
Meznamish	Monam-Ahnozh	775,000	His Most High Majesty, Warven II, King of Meznamish	gems, minerals, metals
Norga-Krangrel	Rinukagh	Unknown	King Krokal-Marg the Mighty, King of Norga-Krangrel, Bringer of Blood and Gore	foodstuffs
O'Par	Bet Bireli	520,000	His Most Royal Lordship, Gadadik II, Grand Duke of O'Par	livestock, textiles
Ozhvinmish	Ashoshani	1,875,000	His Grand Monarch, King Shahn III, Lord Ruler of Ozhvinmish	lumber, gems
Paru'Bor	Bet Regor	270,000	His Most Noble Highness, Price Ragil V, Lord Ruler of Paru'Bor, Supreme Commander of the Knights of Justice	some foodstuffs
Pekal	Bet Rogala	1,275,000	His Royal Excellency, Kafen I, Lord Prince of Pekal	foodstuffs, minerals, textiles
Pel Brolenon	Vrendolen	375,000	His Most Dreaded High Priest, Dowrel Yelmon, the Unyielding Vassal of the Overlord, Shackler of the Mighty, Tyrant of Pel Brolenon	gemstones
Shynabyth	Rynoshok	750,000	His Supreme Majesty, Joto II, King of Shynabyth	foodstuffs, lumber, textiles
Skarrna	None	600,000	Ruled by feudal battlelords	whale oil, octopus ink, coral, textiles, foodstuffs, pearls
Slen	Kako-gyr	Unknown	His Most Dark and Powerful Lord, Toth Senkan, Grand Theocrat, Vicar of Pain, Inflictor of Torment, Terror of the North	Unknown
Tarisato	None	937,500	Ruled by nine lords	livestock, gems, minerals, metals, rare plants, herbs, spices
Tharggy	Brynarr	750,000	Her Most Royal and Noble Highness, Queen Defyn I of Tharggy	textiles, foodstuffs
Thybaj	Shyta-Thybaj	400,000	His Most Lordly Sovereign, Dakary II, Shajody of Thybaj	gems, silver, copper, lumber
Tokis	Bet Seder	1,690,000	His Excellency, King Adoku I of Tokis, Guardian of the Northern Empire	livestock, foodstuffs
Torakk	None	112,500	No organized government or single ruler	furs, flint, ice
Ul-Karg	Unknown	Unknown	King Krarag-Randatk the Powerful, Ruler of Ul-Karg, Commander of All Tribes	gems, metals, ivory, lumber, spices, textiles
Zazahni	None	1,600,000	No current ruler	minerals, lumber, spices

Domain*	Resident	Residents plural	Things of this origin
Ahznomahn	Ahznom	Ahznoms	Ahznomahnii
All Tellene	Dejy	Dejy	Dejy
Basir	Basiran	Basirans	Basiran
Brandobia	Brandobian	Brandobians	Brandobian
Cosdol	Cosdolite	Cosdolites	Cosdolite
Dodera	Dodera	Doderas	Doderan
Drhokker	Drhokker	Drhokkers	Drhokkeran
Ek'Gakel	Gakite	Gakites	Gakite
Ek'Kasel	Kasite	Kasites	Kasite
Eldor	Eldoran	Eldorans	Eldoran
Kalamar	Kalamaran	Kalamarans	Kalamaran
Korak	Korak	Koraki	Koraki
Mendarn	Mendarn	Mendarns	Mendarn
Meznamish	Meznam	Meznams	Meznamishii
Norga-Krangrel	Krang	Krangi	Krangi
O'Par	Par	Pari	O'Paran
Ozhvinmish	Ozhvin	Ozhvins	Ozhvinmishii
Paru'Bor	Paruv	Paruvs	Paruvian
Pekal	Pekalese	Pekalese	Pekalese
Pel Brolenon	Brolenese	Brolenese	Pel Brolenese
Reanaaria Bay	Reanaarian	Reanaarians	Reanaarese
Shynabyth	Shynabyth	Shynabyth	Shynabyth
Skarrna	Skarrn	Skarrns	Skarrnid
Slen	Slen	Slen	Slennish
Svimohzia	Svimohz	Svimohz	Svimohzish
Tarisato	Tarisato	Tarisato	Tarisatan
Tharggy	Thar	Thars	Tharggy
Thybaj	Thybaj	Thybaj	Thybajy
Tokis	Tokite	Tokites	Tokisian
Torakk	Torakki	Torakkis	Torakki
Ul-Karg	Karg	Kargi	Kargi
Wild Lands	Fhokki	Fhokki	Fhokki
Young Kingdoms	By country	By country	By country
Zazahni	Zazahni	Zazahnii	Zazahnii

Table title: Kalamar Nomenclature Chart

*While most of the domains on this list are countries, those in bold type are regions inhabited by people of many different nationalities. However, when applicable prevalent racial naming conventions are provided for the overall regions.

NPC Reference Chart

Name & Alignment		Race/Sex	Location	Class/Level
Aacuna	CG	human	Saaniema	Conjurer 11
Abeilua, Ziliana	NG	human (f)	Zoa	Enchanter 16
Ablen	NE	Brandobian	Premolen	Transmuter 6
Aburago	NG	human	Balelido	Adept 6
Abuto, Relaton	LN	human	Oloseta	Cleric 11
Adoku, King	LE	Kalamaran	Bet Seder	Aristocrat 16
Adurmas	NG	Dwarven	Zomo-wim	Expert 7
Adyja	NG	human	Nythok	Fighter 1
Aggdar, Duke	NG	Fhokki	Trarr	Barbarian 5
Ahzimian	LG	Svimohzish	Svowmahni	Aristocrat 15
al-Svalar, Svalinh	NG	Dejy	Ehzhimahn	Fighter 8
Aladis the Fletcher	CG	half-Elf	Bet Dodera	Expert 11
Alentarr	CG	human (f)	Narr-Rytarr	Cleric 14
Aleshdin	CG	Svimohzish	Zha-nehzmish	Fighter 6/Rogue 4
Alidd	NE	half-Elf	Aroroleta	Abjurer 10
Altamir	NG	Brandobian	Miclenon	Expert 3/Wizard 7
Altean, Barten	N	Halfling	Prompeldia	Rogue 9
Amalen, Duke	CG	human	Paketa	Aristocrat 4
Amon, Senchet	NG	Dejy	Dynaj	Wizard 8
Anarvis	LG	human	Nenehi	Conjurer 8
Andal the Virile	LN	Brandobian	Dalen	Cleric 16
Anferset	NG	Dejy	Dynaj	Cleric 11
Angklin, Durvak	LG	Dwarven	Dijishy	Expert 5
Anhdel, Captian	NG	human	Saaneima	Expert 10 (ghost template)
Ansren	CG	Gnome	Segeleta	Cleric 9
Ansven	CG	human	Anowhizh	Expert 9
Apatos	N	human	Bet Bireli	Aristocrat 1
Arhomven, Mizovohr	CN	Svimohzish	Emosvom	Fighter 10
Ashthen	N	human	Shyta-Thybaj	Wizard 6/Aristocrat 2
Athaga	LG	human	Shyff	Fighter 4/Transmuter 8
Aziri, Hilano	LG	human	Svowmahni	Cleric 16
B'Pareso, Lord	CG	human	Baneta	Aristocrat 4
Baarat	LN	human	Thygasha	Adept 5
Badir, Pesaron	LG	Kalamaran	Bet Urala	Commoner 2/ Psion 12
Baenar	LN	human	Saaniema	Cleric 9
Bajyr, Dothoki	CG	human	Shyta-Thybaj	Aristocrat 12
Balamir	LN	Kalamaran	P'Bapar	Fighter 10/ Wizard 2
Balemo, Yufur	CN	Kalamaran	Gaketa	Aristocrat 13
Banakal, Duke	LN	Kalamaran	Bet Urala	Aristocrat 12
Bandeskrin, Holomar	NG	human	Gaketa	Expert 8
Bandorian the Bold	LG	human	Baneta	Aristocrat 5/ Wizard 3
Bandran, Weldril	NG	human	P'Bapar	Wizard 14
Barkam	N	human	Daruk	Fighter 6/ Rogue 4
Barkandor, Prince	LG	Dwarven	Draska	Aristocrat 8
Basteln, Wencrel	LG	Brandobian	Ospolen	Expert 12
Bharr, Arturr	NG	Fhokki	Norr Bharr	Barbarian 10
Blim	LE	Dwarven	Korem	Cleric 6/Expert 4
Bloodsword, Liamar	CG	human	Zoa	Fighter 6
Boganiro, Baron	NG	human	Kabakosikido	Aristocrat 6
Bolgdran	LG	human	Vrandol	Fighter 8
Bonoroti	CG	human	Prompeldia	Illusionist 12
Borin	NG	Halfling	Kaleta	Druid 9
Borli	LN	Dwarven	Anowhizh	Cleric 16
Borokar	CE	human	U'Rudaketa	Rogue 11

NPC Reference Chart

Name & Alignment		Race/Sex	Location	Class/Level
Brenbol I, King	LN	Brandobian	Eldor	Aristocrat 10
Brighstar, Nolan	NG	Halfling	Bet Rogala	Fighter 7
Bythok	CG	human	Fymar	Warrior 6
Cabaron	LE	human	Rosaleta	Wizard 8
Cafarr	N	human	Pekata	Rogue 1
Canamus	NG	human	Fopasido	Abjurer 7
Caralle	NG	Gnome (f)	Baethel	Fighter 7/Aristocrat 3
Castrovel, Bromolel	LN	Brandobian (f)	Premolen	Fighter 10
Cavdrol	LN	Brandobian	Vrandol	Fighter 11/Aristocrat 2
Cevranath	NG	Elf	Lathlanian	F. 5/ Wiz 6/Arcane Archer 2
Charan	CG	Elf	Betasa	Ranger 11
Cheftan	NG	human	Prompeldia	Rogue 6
Chelean	CE	human	U'Rudaketa	Rogue 11/Fighter 4
Cheun, Mayor	NG	Dejy	Nythok	Barbarian 6
Clentron, Brond	NG	human	Bronish	Cleric 9
Coldhammer, Tethen	CG	Fhokki	Fymar	Wizard 11
Coldon, Governor	LG	Brandobian	Micelon	Aristocrat 4
Colfen, Tolchis	CG	Brandobian	Ospolen	Fighter 16
Coronos the Blind	NG	Elf	Doulathanorian	Cleric 6
Crandin, Elamar	N	Brandobian	Dijishy	Cleric 9
Crel, Oprem	LN	Brandobian	Inolen	Cleric 16
Culran the Spellsmith	CG	human	Cosdol	Wizard 11
Currund the Golden	N	Elf	Lathlanian	Druid 12
Daclen	CG	Elf	Alnarma	Conjurer 12
Dadorj	CG	Dejy	Nythok	Wizard 5
Dakary, Shajody	NG	human	Shyta-Thybaj	Fighter 4/Aristocrat 9
Dalorak II, Duke	NG	human	Daruk	Aristocrat 11
Damant	LE	Brandobian	Premolen	Commoner 2/Fighter 4
Danasan of Napalido	CG	Brandobian	Cosdol	Cleric 16
Danguld, Acostra	N	Brandobian (f)	Unvolen	Cleric 7
Daresti, Baron Janesh	LG	human	Fopasido	Aristocrat 7
Daresvim	CG	Svimohzish (f)	Nenehi	Aristocrat 4
Dashahn	LE	half-Elf	Anowhizh	Rogue 12
Dashemmi, Veznos	LG	human	Ehzhimahn	Wizard 10
Dashy, Count	LG	Dejy	Thygasha	Fighter 11
Datarn	NG	Brandobian	Unvolen	Fighter 12
Davrosil	LG	Brandobian	Inolen	Paladin 8/ Aristocrat 5
Dealaan	N	human	Shyff	Commoner 8
Defyn, Queen	NG	human (f)	Brynarr	Aristocrat 16
Dela, Princess	LG	Kalamaran (f)	Bet Urala	Aristocrat 10
Delem, Sir	LG	Kalamaran	U'Rudaketa	Paladin 8
Dervil, Maleth	LE	human	Kako-gyr	Cleric 16
Desgen	N	Dejy	Ospolen	Cleric 14
Desveminh the Warlord	LE	human	Ashoshani	Invoker 14
Dolothar the Knighted	NE	Elf	Dowond-Brandel	Sorcerer 10
Domerolo	NG	human	Paketa	Aristocrat 3
Dorlanisti, King	CG	Elf	Doulathanorian	Aristocrat 16
Dornn, Jerl	LN	Fhokki	Brynarr	Aristocrat 9
Dornn, Tiva	LN	Fhokki	Brynarr	Aristocrat 5
Dovizhem III, Duke	LG	Svimohzish	Svomwhi	Aristocrat 13
Dreplon, Brovlen	NG	Brandobian	Unvolen	Expert 4/ Wizard 5
Durmank	LE	human	Balelido	Rogue 8/Assassin 4
Dvistasi	N	human	Thygasha	Sorcerer 14
Dyrn, Terrus	CE	human	Nenehi	Sorcerer 18 (lich template)

NPC Reference Chart

Name & Alignment		Race/Sex	Location	Class/Level
E'Dos (Kalanasi), Duke	NG	human	P'Bapar	Aristocrat 14
Edarn, Munvaln	LE	human	Dowond-Brandel	Rogue 12
Egrek	CG	Fhokki	Trarr	Aristocrat 1/Rogue 1
Eilan	LN	human	Saaniema	Aristocrat 5
Elborn	N	Elf	Aasaer	Druid 12 (ghost template)
Elkin, Sender	CG	half-Elf (f)	Dijishy	Expert 3
Ellerand	CG	Elf	Lathlanian	Cleric 11
Emaethelia	N	Elf	Baethel	Rogue 7/Wizard 1
Emearer, Duke	LG	human	Xaarum	Aristocrat 10
Emfid, Hochul	NG	human	Anowhizh	Cleric 19
Enday, Lanitorn	LG	Brandobian	Bet Dodera	Cleric 15
Enga	CG	Fhokki (f)	Daruk	Enchanter 14
Epseln, Brond	NG	human	Betasa	Aristocrat 12
Eramis, Baron Retara	NG	human	Pipido	Aristocrat 19
Eramis, Setana	CG	human	Pipido	Fighter 11
Eresar II, King	LN	human	Bet Kasel	Aristocrat 11
Esmaran	LE	Elf (f)	Giilia	Necromancer 13 (vampire template)
Etera Zem'Par, Sir	CE	Kalamaran	Irontop	Invoker 11
Ezamil, Jepati	NG	human	Bet Kalamar	Cleric 19
Faerbast	LG	Gnome	Bet Regor	Adept 6
Farstad the Steadfast	LG	Dwarven	Draska	Wizard 15
Feranis	CE	Kalamaran	Bet Kalamar	Cleric 15
Ferasol	LG	human	Bet Kasel	Aristocrat 5
Fitolima	NG	human	Baneta	Aristocrat 7
Flamarze	CG	Elf (f)	Cosdol	Sorcerer 10
Folnen	CG	Brandobian	Unvolen	Expert 3/ Wizard 6
Folnester, Pandren	LE	human	Dowond-Brandel	Cleric 12
Fonamar	LG	human	Balelido	Cleric 9
Foorjah	LN	human	P'Bapar	Cleric 8
Fortind	LG	Brandobian	Ospolen	Fighter 3/Commoner 2
Frojar	CG	human	Shynabyth	Wizard 8
Funari	LN	human	Betasa	Cleric 6
Furak, Balan	LG	human	Bet Regor	Fighter 9
Gabilano	CG	human	Bet Dodera	Adept 5
Gadadik I	LN	Kalamaran	Bet Bireli	Aristocrat 15
Gaide, Shrama	NE	human	Shynabyth	Rogue 11
Galborn, Gruthal	CG	Gnome	Vrendolen	Cleric 9
Ganakh	CE	Hobgoblin	Ashakulagh	Barbarian 18
Garnak, Alere	N	human	Korem	Fighter 6/Aristocrat 10
Gelten	LG	Brandobian (f)	Ospolen	Wizard 9
Gesan, Count	NG	human	Paketa	Fighter 8
Geshain, Harman	NE	Gnome	Paketa	Fighter 5/Rogue 4/Assassin 3
Ghanim, Amihn	NE	Svimohzish	Ashoshani	Cleric 11
Ghatha	LN	human	Svowmahni	Commoner 8
Girod	LN	human	Bet Dodera	Cleric 13
Golzumak the Earthmage	N	half-Orc	Kabakosikido	Wizard 9
Gonflen	N	Halfling	Bet Seder	Cleric 13
Gosiralo	NG	human	Aroroleta	Adept 6
Grezat	NE	Hobgoblin	Burzumagh	Bard 5/Assassin 7
Grond, Doulmak	LE	Hobgoblin	Ashakulagh	Sorcerer 11
Grullagz, Grand Duke	LE	Hobgoblin	Burzumagh	Fighter 16
Gulli	NG	Fhokki (f)	Draska	Wizard 13
Gunegin	LN	Kalamaran	Bet Regor	Aristocrat 9
Guntern, Rurik	LG	Dwarven	Draska	Cleric 13

NPC Reference Chart

Name & Alignment		Race/Sex	Location	Class/Level
Gurthay, "Red"	LE	human	P'Bapar	Rogue 9
Gusalitan	LG	Dwarven	P'Bapar	Expert 8
Guwan Bakar	LE	Kalamaran	Bet Kalamar	Aristocrat 9
Gytha	NG	human (f)	Brynarr	Aristocrat 2/ Cleric 10
Haar, Lord	LG	Reanaarian	Geanavue	Aristocrat 12
Hageee	NG	half-Elf	Aasaer	Fighter 8
Halmak the Thrice-Risen	LN	Fhokki	Trarr	Expert 8
Halvena	CE	half-Elf (f)	Ardarr-Norr	Ranger 13
Hamaka	LG	half-Elf (f)	Zha-nehzmish	Cleric 13
Hamion, Paar	NE	human	Saaniema	Cleric 5
Han, Jinazsu	LE	Yuan-ti	Ashoshani	Cleric 12
Hap'nam, Feledar	NG	human	Bet Urala	Cleric 15/ Expert 2
Haraman	N	Kalamaran	Doulathanorian	Fighter 7
Harukan, Gramar	LN	human	Bet Rogala	Necromancer 14
Haruma the Lonely	NG	human (f)	Fymar	Adept 7
Harutor, Duke Falamar	LN	Kalamaran	Rosaleta	Aristocrat 10
Hasimat	N	Kalamaran	Aroroleta	Aristocrat 4
Hedlen	LE	Brandobian	Dopolen	Expert 4/ Rogue 3
Heger, Atharr	CG	human	Fymar	Ranger 7/Aristocrat 3
Hejrast	LG	Gnome	U'Rudaketa	Expert 8
Helena	NE	human (f)	Bet Bireli	Cleric 9/Assassin 7
Hendrad the Black	N	human	Vrandol	Druid 11
Heran, Kibika	LG	human (f)	Bet Bireli	Monk 9
Herkuul the Crow	LE	Hobgoblin	Ashakulagh	Cleric 19
Highhand, Sil	NE	Gnome	P'Bapar	Rogue 11
Hor'Bek, Duke	NG	human	Oloseta	Aristocrat 6/ Fighter 5
Hostyrn	NG	human	Kako-gyr	Sorcerer 9
Hovaran	N	human	Balelido	Fighter 11
Hreathwrot	NG	Fhokki	Svowmahni	Wizard 10
Hreslin	NG	Gnome	Ardarr-Norr	Druid 10
Humater, Golin	CN	human	P'Bapar	Cleric 10
Hurrkal	CN	human	Ardarr-Norr	Invoker 13
Hyler	NG	human	Brynarr	Bard 14
Ilagon	NE	human	Aroroleta	Rogue 10
Ilistar the Songstress	NG	Elf (f)	Cilorealon	Bard 14
Inala	LE	human (f)	Bet Seder	Rogue 12
Inawhil, Duke	N	Svimohzish	Emosvom	Aristocrat 5
Ingamin, Stren	LG	Brandobian	Premolen	Aristocrat 4
Ingamin, Transen	LE	Brandobian	Premolen	Aristocrat 6
Invar	LG	Gnome	Saaniema	Transmuter 7
Ironwall, Gornatt	LE	Hobgoblin	Burzumagh	Cleric 14
Isilrim	NE	Brandobian	Ospolen	Fighter 13
Isitolo the Many-Tongued	LG	human	P'Bapar	Expert 7
Isvanosh	CE	Svimohzish	Zenshahn	Rogue 15
Izenmas	NG	Svimohzish	Zha-nehzmish	Aristocrat 18
Jalek, Kuoro	LG	Dwarven	Irontop	Cleric 11
Jandy	CN	Gnome (f)	Geanavue	Illusionist 8
Jaralam	LE	Kalamaran	Bet Seder	Aristocrat 4
Jaresh	LN	human	Betasa	Wizard 8
Jasselan	N	Elf	Doulathanorian	Ranger 8
Jebim, Prince	LG	Gnome	Baethel	Aristocrat 9
Jevanik, Marshall	LE	Kalamaran	Ka'Asas	Fighter 15
Jish	LG	Dejy	Alnarma	Sorcerer 7
Jolizek the Rider	LG	human	Gaketa	Enchanter 7

NPC Reference Chart

Name & Alignment		Race/Sex	Location	Class/Level
Jorgen	NG	human	Ardarr-Norr	Cleric 15
Joto II, King	CN	Dejy	Shynabyth	Aristocrat 15
Kafen, Prince	NG	half-Elf	Bet Rogala	Aristocrat 14
Kaino the Peaceful	LG	human	Aasaer	Monk 12
Kaladi	CG	Kalamaran	Brynarr	Fighter 2/Wizard 10
Kales'Tet, Rumar	LG	half-Elf	Bet Regor	Cleric 14
Kamira	CG	Kalamaran (f)	Paketa	Wizard 9
Karaso, Baron	NG	Kalamaran	Segeleta	Aristocrat 8
Kasimer	CN	Kalamaran	Aroroleta	Aristocrat 8
Kelona'i of Salirido	NG	human	Bet Kalamar	Bard 13
Kenos	LN	Kalamaran	Bet Dodera	Aristocrat 4
Kentat	N	Dejy	Dynaj	Aristocrat 7
Kerak, Julkan	LG	Dwarven	Bet Regor	Aristocrat 13
Kerutan	LE	human (f)	Bet Regor	Rogue 13
Kestarak	LE	Dwarven	Bet Seder	Rogue 8/ Assassin 6
Khali	LG	Dejy	Thygasha	Cleric 9
Khazuk	NG	Dwarven	Geanavue	Cleric 17
Ki'Isa (Lisanara the Colorful)	LG	human (f)	Bet Dodera	Illusionist 11
Kinshag	NE	half-Hobgoblin	Burzumagh	Rogue 14
Kiralna	NG	Brandobian	Premolen	Cleric 4
Kirsan	CG	Dejy	Thygasha	Cleric 15
Kopar, Minis	NE	Kalamaran	Ehzhimahn	Rogue 3/Wizard 6
Korasela, Lord	N	human	Sisalasido	Aristocrat 3
Koron Gabrazel, Prince	LE	Hobgoblin	Rinukagh	Ranger 8/ Aristocrat 4
Krage, Zurgak	NE	Hobgoblin	Burzumagh	Fighter 12
Krarag-Randatk, King	LE	Hobgoblin	Burzumagh	Fighter 19
Krokal-Marg	LE	Hobgoblin	Ashakulagh	Fighter 17
Ku'Ato, Dorata	N	human	Sobeteta	Expert 3/ Wizard 9
Kurak	LG	Dwarven	Irontop	Expert 9
Kurgaz	LE	Hobgoblin	Burzumagh	Cleric 13
Kuwaki, Horan	NE	human	Bet Kalamar	Expert 4/ Rogue 8
Lahana	CG	human	Bet Kasel	Sorcerer 9
Lakaran the Twisted	LG	human	Baneta	Wizard 12
Lelten, Duke Rold	CG	Brandobian	Ospolen	Aristocrat 10
Lelten, Olta	LG	Brandobian	Ospolen	Aristocrat 3
Likon	N	human	Daruk	Wizard 12
Lokkur	LN	human (f)	Brynarr	Diviner 14
Lomburd	CN	Dwarven	Shyta-na-Dobyo	Adept 4
Lorot, Feseera	CG	Reanaarian	Geanavue	Enchanter 9
Lorr, Tanarr	LN	human	Narr-Rytarr	Aristocrat 6
Loso the Scribe	NG	human	Korem	Wizard 12
Lura	NG	half-Elf (f)	Korem	Wizard 3
Magapar, Duke	LG	Kalamaran	U'Rudaketa	Arist. 1 / Expert 5
Malaran	NE	human	Bet Seder	Rogue 14
Mandast	NE	Brandobian	Vrandol	Bard 7
Mantak	NG	Fhokki	Bharr	Barbarian 4
Masa'I, Teren	NE	human	Sobeteta	Rogue 13
Mawhal the Foolish	NE	human	Anowhizh	Conjurer 15
Meamon, Tuuhoor	NG	human (f)	Saaniema	Cleric 8
Mearo	NG	Reanaarian	Geanavue	Aristocrat 3/Fighter 5
Melesip, Boganiro	LG	Kalamaran	Kabakosido	Aristocrat 1 / Wizard 1
Mennas, Kamarr	NG	Fhokki	Nythok	Expert 3
Meno	NE	human	Betasa	Rogue 11
Menolak	CG	Elf	Segeleta	Wizard 12

NPC Reference Chart

Name & Alignment		Race/Sex	Location	Class/Level
Merazan	LG	Svimohzish	Svowmahni	Aristocrat 3
Merr	LE	Fhokki	Shyff	Necromancer 12
Mesvanish	N	human	Svomwhi	Bard 8
Mewneha	CG	Svimohzish (f)	Alnarma	Cleric 9
Mezahn, Umhul	LG	Svimohzish	Zha-nehzmish	Diviner 16
Miazaar	NG	human (f)	Xaarum	Bard 9
Milera, Lady	NG	human (f)	Paketa	Fighter 6
Milhavin the Eagle-Eyed	LN	Svimohzish	Anowhizh	Aristocrat 14
Mindolm	NG	Brandobian	Premolen	Bard 3
Minivl	LG	human	Cosdol	Illusionist 11
Minon	LG	human	Sobeteta	Cleric 10
Misatir	CG	Gnome	Aroroleta	Transmuter 7
Mizani, Sisi	CG	Svimohzish (f)	Anowhizh	Wizard 6
Miznamvho	N	human	Emosvom	Druid 10
Mokira, Duke Satira	LE	Kalamaran	Irontop	Aristocrat 9
Monshar, Peer	LG	human	Segeleta	Expert 7
Morisato	LG	human	Balelido	Adept 8
Mornstar, Galenon	NG	human	Oloseta	Warrior 4/ Wizard 7
Movazh	LE	human	Monam-Ahnozh	Illusionist 13
Mulator	CE	human	Doulathanorian	Cleric 15
Murolak	CG	half-Hobgoblin	Oloseta	Aristocrat 7
Mushahnohz	CG	human	Zenshahn	Wizard 12
Naaman	LN	Gnome	Baethel	Aristocrat 6
Nabaddan	CG	human	Ardarr-Norr	Wizard 11
Naggetrek, Azak	LE	Hobgoblin	Rinukagh	Cleric 10
Nahlavi, Captian	CG	human	Zomo-wim	Fighter 9
Nalar	LE	human	Bet Urala	Conjurer 18
Nalban	NE	human	Vrandol	Cleric 8
Nalvan, Ichil	LE	Brandobian	Dopolen	Rogue 7/ Assassin 3
Namir, Badilo	LE	human	Bet Kalamar	Rogue 19
Nandten	LE	Brandobian	Inolen	Commoner 3
Navadaal	LG	human	Gilia	Cleric 7
Neal, Thalan	NE	half-Elf	Inolen	Aristocrat 4/Bard 10
Neimon	LG	human	Daruk	Cleric 11
Nelata	CE	human (f)	Aroroleta	Rogue 4/Assassin 4
Nemetis, Berata	LN	human	Bet Kasel	Cleric 11/ Fighter 4
Nethanem	CG	human	Sisalasido	Adept 4
Nidopar	N	Kalamaran	Kaleta	Warrior 6
Nightsword, Eggamit	CG	human	Brynarr	Wizard 9/Ranger 8
Nishmani, Duke	CN	Svimohzish	Zomo-wim	Aristocrat 9
Noeia, Culusa	CG	half-Elf	Inolen	Fighter 10
Noolau	NG	Halfling	Thygasha	Cleric 12
Noorum	LE	Halfling	Xaarum	Rogue 8
Norbaren, King	LG	Dwarven	Draska	Fighter 6/Aristocrat 10
Norford, Agis	LG	Fhokki (f)	Trarr	Commoner 1
Norford, Rejel	LG	Fhokki	Trarr	Wizard 6
Norford, Stin	CN	Brandobian	Trarr	Cleric 2
Nortron, Seldar	N	Brandobian	Premolen	Diviner 7
Nosahu, Gorin	LG	Kalamaran	Gaketa	Paladin 12
Nunalta	NG	Brandobian (f)	Dopolen	Bard 6/ Expert 5
Nund, Nivler	LN	Brandobian	Dalen	Expert 4
Nurband, Sir	NG	human	Miclenon	Ranger 7
Oarth, Hul'Mar	NE	human (f)	Oloseta	Rogue 16
Ogg-Chukka	LN	Ogre	Oloseta	Fighter 11

NPC Reference Chart

Name & Alignment		Race/Sex	Location	Class/Level
Ohmdalz, Mushan	NG	human	Zha-nehzmish	Cleric 14
Omar, Odis	NE	Kalamaran	Bet Bireli	Aristocrat 4
Oora	N	Kobold (f)	Shrogga-pravaaz	Rogue 14
Orilaras, Grand Duke	LN	Kalamaran	Bet Dodera	Aristocrat 13
Osud, Prince	LG	human	Bet Urala	Aristocrat 9/ Fighter 3
Othmal	NG	Brandobian	Ospolen	Cleric 9
P'Lomel, Count	LN	Kalamaran	Kaleta	Aristocrat 9
Pacuam	LN	human	Aasaer	Rogue 9
Palinwayt, Tomas	CG	human	Bet Rogala	Cleric 16
Palopi, Count	CE	Kalamaran	U'Rudaketa	Aristocrat 7 /Expert 4
Pateris, Oratak	NG	human	U'Rudaketa	Cleric 10
Patukhar, Grand Duke	LE	Hobgoblin	Burzumagh	Fighter 7/Aristocrat 7
Pekanato	NE	Gnome	Gaketa	Rogue 10
Perekay the Swift	N	human	Bet Bireli	Sorcerer 13
Pinavik	LG	human	Kaleta	Warrior 4
Poat	N	Stone Giant	Geanavue	Cleric 10
Porisal	NE	half-Elf	Rosaleta	Ranger 11
Praban	NE	Brandobian	Premolen	Ranger 11
Pulan	N	human	Bet Regor	Wizard 10
Puramal	LN	human	Pipido	Fighter 4 (ghost template)
Ragarela, Elmin	NG	human	Betasa	Fighter 13
Ragil V, Prince	NG	human	Bet Regor	Aristocrat 16
Raitax	NE	Hobgoblin	Rinukagh	Fighter 3/Sorcerer 9
Rapos II, King	LG	Kalamaran	Bet Urala	Aristocrat 15
Rasturr	NG	Fhokki	Norr Bharr	Sorcerer 2
Rattak	N	Fhokki	Trarr	Fighter 8
Rawannaesian, Thelanaeorive	CG	Elf	Lathlanian	Ranger 10
Razhan	LG	human	Zha-nehzmish	Cleric 18
Reanali, Helana	NG	Elf (f)	Doulathanorian	Bard 15
Redbark, Hulrad	NG	Elf	Cosdol	Wizard 19
Redshield, Gortha	LN	half-Orc	Daruk	Fighter 5
Reidgard	NE	Fhokki	Ardarr-Norr	Cleric 10
Remosa, Duchess Felana	LG	human (f)	Bet Urala	Paladin 10
Renuusio	CG	Reanaarian	Bet Regor	Fighter 5
Resemer the Unholy	LG	Kalamaran	Sobeteta	Sorcerer 11
Restam	LG	Gnome	Zoa	Wizard 6
Rewano, Baron	NE	Kalamaran	Balelido	Aristocrat 6
Rigan, Crown Prince	NG	human	Bet Regor	Aristocrat 6
Rivlada, Lord	NG	Brandobian	Dalen	Fighter 3/Aristocrat 11
Roalee	LG	Gnome (f)	Xaarum	Cleric 11
Rolakk	LN	Hobgoblin	Shrogga-pravaaz	Fighter 10
Rolator	N	Kalamaran	Rosaleta	Warrior 5
Rolon	LG	human	Aasaer	Fighter 6/Rogue 3/Monk 2
Roshanaz, Duke	LG	Svimohzish	Nenehi	Aristocrat 12
Rothek the Wise	LG	human	Paketa	Adept 12
Rothla the Red	LG	human (f)	Brynarr	Paladin 10
Rozhan	NG	Dejy	Thygasha	Aristocrat 2/Cleric 8
Rulamar, Baron	N	human	Bet Seder	Fighter 17
Ruwana the Dark	NG	Elf (f)	Cilorealon	Transmuter 13
Ruwasan	CG	human	Baneta	Fighter 13
Ruy, Sulenna	CN	human	Prompeldia	Cleric 16
Rythok	CG	human	Bet Regor	Commoner 4/ Fighter 1
Sacremor	LG	human	Miclenon	Fighter 9
Salpron, Whemi	NG	human	Anowhizh	Adept 4

NPC Reference Chart

Name & Alignment		Race/Sex	Location	Class/Level
Sanrev	NE	human	Crandolen	Fighter 2/Rogue 9
Santren, Crend	NG	Brandobian	Inolen	Fighter 16
Sapran, Furum	N	Halfling	Bet Seder	Druid 5
Saterus	LN	human	Oloseta	Cleric 5
Sayn, Nalen	NE	human (f)	Sisalasido	Rogue 6
Seltan, Vrolnem	CG	human	Bronish	Adept 3
Semantoth	NE	Dejy	Dynaj	Cleric 13 (vampire template)
Semitiri	LG	human	Bet Kasel	Adept 12
Senden the Seer	NG	Brandobian	Dopolen	Cleric 15
Sendir, King	CG	Elf	Cilorealon	Aristocrat 16
Senkan, Toth	LE	human	Kako-gyr	Cleric 19
Sepiter, Grahahn	N	human	Shrogga-pravaaz	Wizard 13
Serafil	CG	Elf	Pipido	Expert 7/ Enchanter 4
Setiran, Fanam	LN	human	U'Rudaketa	Wizard 7
Sevlen	NG	Brandobian	Cosdol	Wizard 4/Aristocrat 7
Shacel, Amar	LG	Svimohzish	Anowhizh	Fighter 11
Shagra	N	human (f)	Thygasha	Expert 8
Shahn III, King	NG	Svimohzish	Ashoshani	Aristocrat 17
Shantren IV, Voldomar	NG	Brandobian	Crandolen	Fighter 4/Aristocrat 7
Shantren V, Voldomar	LG	Brandobian	Crandolen	Aristocrat 5
Shazahn, Leshan	NG	human (f)	Zomo-wim	Cleric 12
Shel	N	Doppleganger	Korem	Rogue 9
Shenshal, Azhanimahr	LN	Svimohzish	Ashoshani	Fighter 12
Shifan	LE	Elf	Bet Kalamar	Necromancer 20
Shiseth	NG	Dejy	Alnarma	Fighter 4/ Expert 6
Shosan-haasav	NE	Kobold	Shrogga-pravaaz	Adept 9
Shoshanoh	CE	human (f)	Monam-Ahnozh	Cleric 9
Shyja, Prince	LG	Dejy	Thygasha	Ranger 13
Sigurth Fourhorns, Skryvalkker	CG	Fhokki	Ardarr-Norr	Fighter 3/ Aristocrat 5
Slivers, Gremply	N	Halfling	Prompeldia	Rogue 15
Sobryn	N	Dejy	Shynabyth	Aristocrat 12
Solir, Granden	NE	Brandobian	Dowond-Brandel	Bard 3
Solivandrial, Elevion	CG	Elf	Bet Rogala	Ranger 10
Solon, Imanuril	CG	Kalamaran	Bet Kalamar	Cleric 7
Sorabek II, Duke	LN	Kalamaran	Sobeteta	Aristocrat 14
Sormen, Brendol	LG	Brandobian	Dopolen	Necromancer 9
Sorykka	LG	human (f)	Kako-gyr	Ranger 5
Sotar, Avenshi	N	human	Zha-nehzmish	Cleric 13
Stron, Helcawn	CN	human	Vrendolen	Aristocrat 4/ Wizard 4
Sturr	CG	Fhokki	Trarr	Barbarian 6
Sulat	LN	Kalamaran	Gaketa	Conjurer 12/Aristocrat 3
Sultar, Lord	LE	Efreet	Geanavue	N/A
Suoriina, Sutiola	NG	human	Zoa	Wizard 8
Svemahni, Baron	LN	Svimohzish	Svomwhi	Aristocrat 7
Swylantia, Dail	CG	Elf	Doulathanorian	Fighter 18
Syjem	CG	human	Shyta-Thybaj	Cleric 8/Ranger 9
Tagikil	LN	human	Korem	Cleric 14
Tahmlar, Sowiven	CG	Svimohzish	Monam-Ahnozh	Fighter 6/Rogue 2
Tajeril the Sinister	LE	human	Oloseta	Necromancer 7
Takano	CG	human	Kabakosikido	Warrior 10
Talus	LG	Kalamaran	Gaketa	Wizard 17
Tanagazh	CN	Hobgoblin	Burzumagh	Wizard 15
Tanshen, Hava	LG	Svimohzish (f)	Monam-Ahnozh	Cleric 12
Tarealeon, Neila	N	human	Zoa	Cleric 12

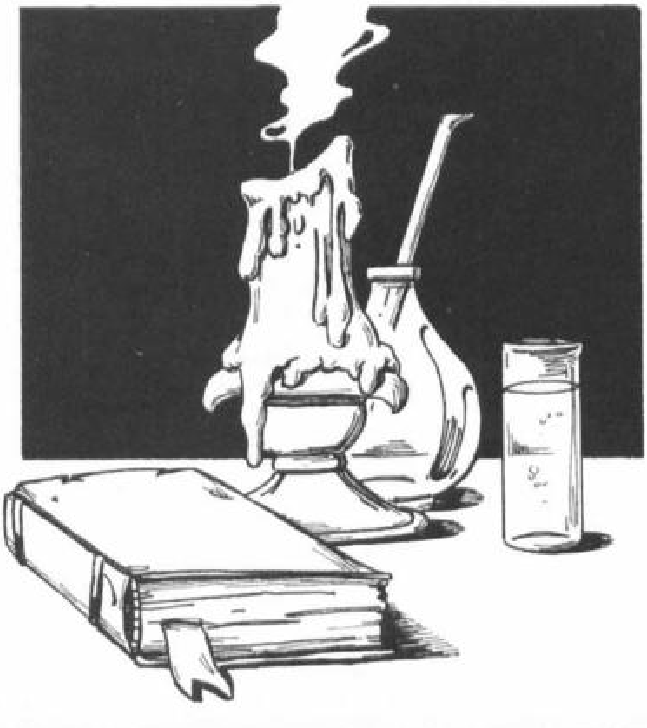
Appendix VI
NPC Stats

NPC Reference Chart

Name & Alignment		Race/Sex	Location	Class/Level
Tavve	LG	Fhokki	Trarr	Aristocrat 1
Telerai	NG	Elf	Shyta-Thybaj	Fighter 15
Tenar	CG	human	Korem	Wizard 7
Thalnawr	CG	human	Narr-Rytarr	Ranger 10
Tharnak, Count	N	Fhokki	Trarr	Aristocrat 6
Thejvan	CN	Dejy	Kako-gyr	Invoker 12
Thekevi	LG	Dejy	Betasa	Expert 9
Thelka, Skryvalkker	LG	Fhokki (f)	Ardarr-Norr	Fighter 12
Thorak	CN	Fhokki	Dijishy	Barbarian 2
Thorn, Amilakar	LG	human	Narr-Rytarr	Diviner 7
Thronel, Lonvlen	LN	Brandobian	Dopolen	Adept 10
Thulhak, Kargran	NE	Hobgoblin	Ashakulagh	Wizard 7
Thurvalka	LN	Dwarven	Bet Dodera	Cleric 10
Thy, Chadij	NG	Dejy	Shynabyth	Ranger 4
Tomar	NE	half-Elf	Segeleta	Cleric 9
Tornis, Sablen	NG	half-Elf (f)	Brolador Forest	Ranger 13
Totori, Subar	CE	Kalamaran	Monam-Ahnozh	Fighter 12
Tovalathlanco, Anaechin	CG	Elf	Lathlanian	Wizard 13
Traagger, Drossen-malak	CN	Kobold	Shrogga-pravaaz	Barbarian 12
Tran, Lea	LE	half-Elf (f)	Vrendolen	Fighter 14
Tullum	CE	Hobgoblin	Burzumagh	Fighter 11
Udula	CG	human (f)	Brynarr	Cleric 10
Uggurath	NE	Ghast	Giilia	Fighter 9
Uglug	N	Hobgoblin	Balelido	Barbarian 4/ Adept 6
Ulrend	CG	Brandobian	Dalen	Expert 9
Um'ra, Selemar	NE	Elf	Bet Bireli	Cleric 10
Ungrum, King	LG	Dwarven	Irontop	Fighter 14/Aristocrat 4
Urfanc	CN	human	Miclenon	Sorcerer 11
Urgazh	NG	human	Thygasha	Cleric 11
Urred	LN	Fhokki	Trarr	Aristocrat 3
Va'Anamil	CG	human	Pipido	Wizard 8
Valsin	NG	human	Crandolen	Enchanter 16
Vanamir	LG	Svimohzish	Sobeteta	Cleric 18
Velsin, Yulan	LE	Brandobian	Dowond-Brandel	Cleric 15/ Wizard 5
Venimok	CN	human	Oloseta	Cleric 10
Vezdor, Selevahn	NE	human	Monam-Ahnozh	Cleric 12
Vilitek, Ilthan	LE	human	Vrendolen	Cleric 14
Viljar	CG	Fhokki	Ardarr-Norr	Fighter 14
Vin, Lendel	NG	half-Elf	Bet Seder	Wizard 10
Visino, Remona	CN	human	Paketa	Cleric 11
Vitar	NG	human	Shynabyth	Wizard 14
Voolain	NG	Gnome	Xaarum	Wizard 3
Vorhol	NE	human	Svowmahni	Rogue 13
Vosted the Drunken	CG	human	Shyta-na-Dobyo	Transmuter 14
Vreten "the Bone Dancer"	LE	Brandobian	Ospolen	Necromancer 10
Vrindon	NG	Brandobian	Crandolen	Cleric 9/ Expert 2
Vulak	LE	Hobgoblin	Burzumagh	Fighter 9
Vurlan, Prince	CG	Svimohzish	Monam-Ahnozh	Aristocrat 10
Warven II, King	NG	Svimohzish	Monam-Ahnozh	Aristocrat 17
Warven III, Prince	N	Svimohzish	Monam-Ahnozh	Aristocrat 1
Wavemaster, Shazan	CN	human	Svowmahni	Conjurer 13
Weithaelin	NG	Elf	Svomwhi	Expert 11
Welren	CG	Brandobian	Cosdol	Aristocrat 13
Wemahn Nhila, Pasha	CN	Dejy	Ehzhimahn	Aristocrat 13

NPC Reference Chart

Name & Alignment		Race/Sex	Location	Class/Level
Wenvert	LE	Brandobian	Vrandol	Illusionist 8
Werlen	CG	human	Zoa	Aristocrat 13
Whan, Dunhive	CG	human	Nenehi	Adept 8
Whanavi, Duke	NG	Svimohzish	Zenshahn	Aristocrat 15
Wherahzni	LG	Svimohzish	Zomo-wim	Wizard 10
Wheren	N	Dejy	Ehzhimahn	Cleric 5
Whimnohz	NE	Naga (f)	Bet Urala	Rogue 9
Whitehelm, Cyrn	LN	Elf	Bet Kalamar	Cleric 18
Whitesteel, Moridia	CG	half-Elf (f)	Shyta-na-Dobyo	Fighter 10
Wisha, Onahu	LN	Svimohzish	Ashoshani	Sorcerer 16
Wol, Shinter	N	Svimohzish	Zha-nehzmish	Aristocrat 4/Expert 11
Wuld	NE	Brandobian	Ospolen	Rogue 5/ Assassin 6
Xaanu	CE	human	Thygasha	Cleric 20
Xearan, Avol	NE	Reanaarian	Fymar	Rogue 12
Yahan	LG	Svimohzish	Zenshahn	Cleric 10/Aristocrat 2
Yahul, Onsar	NE	human	Ashoshani	Ranger 11
Yan, Kuwon	LG	human	Crandolen	Monk 12
Zalden, Emeni	NG	human (f)	Zha-nehzmish	Cleric 11
Zarakhil	LG	Dwarven	Svowmahni	Expert 12
Zarduk, Trezhek	LG	Dwarven	Bet Dodera	Paladin 12
Zehnim	LG	human	Nenehi	Fighter 4
Zelmos	NE	human	Aasaer	Rogue 7/Assassin 4
Zenith	CG	human	Bet Rogala	Wizard 16
Zhamish, Zinh	LG	Svimohzish	Ashoshani	Cleric 17
Zhulurahn	LN	human	Zomo-wim	Cleric 14
Zide, Helshan	CE	Svimohzish	Zha-nehzmish	Rogue 14
Zinomha the Ancient	NG	Svimohzish (f)	Aasaer	Adept 4
Ziril	CE	human (f)	Bet Rogala	Rogue 16
Zo'Amas the Lame	CG	human	Bet Rogala	Abjurer 11
Zohshanam	NE	human	Anowhizh	Cleric 14
Zono, Thayer	LG	human	Sisalasido	Paladin 11
Zundeb, Kelnon	LN	Brandobian	Dalen	Expert 6



Aasaer: Commonly known as the City of Pirates, this small city is located on Kaotoon Island in Reanaaria Bay, 128.
Abaser: A common name for the god of vice and sloth, 224.
Ablutor: A common name for the god of moons and beauty, 199.
Adajy: Dejy name for the god of fear and nightmares, 222.
Adasvero I, King: Former king of Zazahni, 158.
Addler: A common name for the god of lies, mischief and deceit, 222.
Adesh, Lake: Lake north of Kannej Swamp, 125.
Adiv Hills: Foothills in the western part of Korak, 98.
Adoku I, King: King of Tokis, 60.
Agateli River: An affluent of the Ridara River flowing thorough Dodera and the P'Rudekela Forest, 73.
Aggar Rise: Hills on the eastern slope of the Kakidela Mountains, 124.
Ahzimian, Steward: Ruler of eastern state of the Kingdom of Ozhvinmish, 151.
Ahznom(s): Resident of Ahznomahn, 143.
Ahznomahn: A small confederacy on the island of Svimohzia, 144.
Ahznomahnii: That which is of Ahznomahn, 144.
Aldorn III, King: Ruler of the Kingdom of Mendarn, 23.
Ali, King: Ruler in the history of Kalamar of the House of Inakas, 35.
Almnas: Brandobian name for the god of vice and sloth, 224.
Almven: A town in Cosdol, 239.
Alnarma: Free town on the Elos Desert, 91.
Alu: Kalamaran name for the god of famine, hunger and starvation, 218.
Alubelok Swamp: Large bog lying at the headwaters of the Ridara River in southwest Kalamar, 72.
Alufalik Hills: Foothills of the Ka'Asa Mountains in eastern Kalamar, north of the P'Sapas Hills, 71.
Alumapale Springs: Springs located high in the Legasa Peaks, 32.
Amehz: Svimohzish name for the god of travel and stars, 197.
Andovel, King: King of Brandobia, 75.
Andven: A town in Eldor, 239.
Anowhizh: City on the Ozhvinmishii coast, 152.
Arajyd Hills: Hills marking the northwestern boundary of the Khydoban Desert, 140.
Arboretum of Clahz: An area in the heart of the Vohven Jungle, where intelligent vegetable creatures are said to have originated, 166.
Ardarr-Norr: The largest city in the Lands of Skarrna, also known as the City of Pearls, 110.
Arid: Merchant's Tongue name for the eighth month of the Svimohzish Calendar, 233.
Aronak: Organized families of the Land of Torakk, 116.
Aroroleta: A city in the southwest corner of Dodera, 49.
Arykk, Prince: Slain son of the former king of Tharggy, 113.
Asha: Dejy name for the god of oppression and slavery, 215.
Ashakulagh: A town in Norga-Krangrel, 85.
Ashoshani: The capital of the western state of Ozhvinmish, 149.
Ashul Weald: Forest located just south of the Ek'Ridar River in the Norga Tors foothills, 97.
Asiotuxoo Islands: Twin islands that sit northeast of the Faunee Rise, also called the Butterfly Islands, 137.
Assembly of the Four Corners: Church of the Mother of the Elements, goddess of the elements, 205.
Assembly of Light: Church of the Eternal Lantern, god of day, light and dawn, 191.
Avbron, King: First ruler of the Kingdom of Mendarn of the House of Endremin, 14.
Avdoron Mires: Large swamp south of Voldor Bay in southern Cosdol, 33.
Avenger, The: A common name for the god of murder and revenge, 220.
Avrynner, Disciples of: Group that studies, practices and teaches the use of psionics, 170.
Avrynner the Mind Master: The father of modern psionics. Martyred in Pekal, 170.
Awhom Forest: Densely wooded area in east central Svimohzia, 164.
Aydharra: Fhokki name for the goddess of justice and truth, 192.
Ayllorr: Fhokki name for the god of moons and beauty, 199.
Badato River: A heavily traveled waterway in southern Kalamar, 73.
Baethel: Gnomish city on the east coast of Reanaaria Bay, 129.
Balelido: Small city in Tarisato on the E'Korug River, 57.
Banader River: River that serves as the primary trade route for the Young Kingdoms, 99.
Baneta: City in Pekal just off of the Elos Bay, 55.
Barido: A city in Ek'Kasel, 239.
Baron of Starvation: A common name for the god of famine, hunger and starvation, 218.
Basir: Kingdom west of Kalamar that is the naval power of the Kalamaran Empire, 44.
Battle of Kadir Ridge: A famous battle in Kalamaran history between the Kalamarans and the dwarves of the Ka'Asas, 69.
Battle Rager: A common name for the god of berserking, battle, chaos and courage, 209.
Batullagh: A town in Tarisato, 239.
Bealaar: Reanaarese name for the god of nature, 207.
Bealai: Reanaarese name for the god of magic, 206.
Bear, The: A common name for the god of nature, 207.
Beastfouler: A common name for the god of famine, hunger and starvation, 218.
Bebeta: A city in Dodera, 239.
Belanar: Kalamaran name for the god of nature, 207.
Belnar: Brandobian name for the god of nature, 207.
Bemmini: Svimohzish name for the god of nature, 207.
Bendon: Brandobian name for the god of moons and beauty, 199.
Bet Bireli: Small capital city of the Duchy of O'Par located in the Shynako Hills, 52.
Bet Dodera: Capital city of the Duchy of Dodera located on the Atageli River, at the edge of the Katagas Rise, 47.
Bet Kalamar: Capital city of the Kingdom of Kalamar, the largest and most opulent city on Tellene, 38.
Bet Kasel: Capital city of the Kingdom of Ek'Kasel, 79.
Bet Regor: Capital city of the Principality of Paru'Bor situated on the Renador River, 105.
Bet Rogala: Capital city of the Principality of Pekal located on the northeastern shores of Lake Eb'Sobet, 53.
Bet Seder: Capital city of the Kingdom of Tokis off the Elos Bay, 61.
Bet Urala: Capital city of the Kingdom of Basir, 45.
Betasa: The capital of the free state of Ek'Gakel, 77.
Bharr: Largest Aronak in the Lands of Torakk, 116.
Bilapi: Kalamaran name for the god of storms, thunder, and lightning, 211.
Birirelido: A city in Basir, 239.
Bisibopaki Hills: The foothills of the Lopoliri Mountains east of the Obakasek Jungle, 71.
Blackfoot Society: An organization whose goal is the overthrow of all monarchies, 169.
Blackmourn: A common name for the god of dusk, darkness, and moonless nights, 215.
Blacksoul: A common name for the god of dusk, darkness, and moonless nights, 215.
Blackthorn, Rogaar: A pirate who discovered many islands in Reanaaria Bay, 173.
Bleslelna: Brandobian name for the goddess of day, light, and dawn, 193.
Blind One, The: A common name for the goddess of justice and truth, 192.
Blojyk: Dejy name for the god of law, order, and cities, 201.
Blonlen: Brandobian name for the god of death and the underworld, 217.
Blood Boiler: A common name for the god of battle, berserking, courage, and chaos, 209.
Bloodcurdler: A common name for the god of fear and nightmares, 222.
Bluebolt: A common name for the god of storms, thunder, and lightning, 211.
B'Neli: Kalamaran name for the goddess of restful sleep, dreams, and aspirations, 200.
Bodies of Water:
Adesh, Lake, 125
Brandobian Ocean, 33
Eb'Sobet, Lake, 72
Edros Bay, 33
Elos Bay, 72
Fanateen, Lake, 33
Jorakk, Lake, 125
Kalamaran Bay, 73
Kalamaran Sea, 73
Mewzhano Bay, 167
Reanaaria Bay, 141
Renador Lakes, 99
Shadesh Bay, 99
Svimohzia, Sea of, 167
Svimohzia, Straits of, 167
Voldor Bay, 33
Whimdol Bay, 99
Xaaboemio Sea (Sea of the Dead), 141
Yordon Sound, 33
Zhano-Mewhi Bay, 167
Boegoo: Reanaarese name for the goddess of restful sleep, dreams, and aspirations, 200.
Bosinela Island: Island east of Sobeteta, 44.
Bouri: Reanaarese name for the god of storms, thunder, and lightning, 211.
Brampmonel: Brandobian name for the goddess of home, industriousness, and marriage, 191.
Brandobia: The western side of Tellene, named after the people who live there, 13.
Brandobian: Language of the Brandobians, a human race, 175.
Brandobian Ocean: The westernmost ocean of Tellene, 33.
Brenbol I, King: King of Eldor, 17.
Breven: A city in Mendarn, 239.
Bright Eyes: A common name for the god of travel and stars, 197.
Brightstar: A double star, with its twin being a black hole, 230.
Brindonwood: Forest surrounding Shadesh Bay, 97.
Bringer of Life, The: A common name for the goddess of harvest, life, fertility, and agriculture, 194.
Bringer of the Drought: A common name for the god of discord, foul weather, and misfortune, 223.
Bringer of the Grave: A common name for the god of death and the underworld, 217.
Bringer of the New Order: A common name for the god of oppression and slavery, 214.
Bringers of the New Order: Priesthood of the Overlord, god of oppression and slavery, 215.
Bringer of the Plague: A common name for the god of disease, plague, and vermin, 220.
Brog-Tuuakh, Chieftain: Creator of the Kingdom of Ul-Karg, 155.
Brolador Forest: Forest in central Eldor, 30.
Brolador River: The greatest river west of the Legasa Peaks, running through the Kingdom of Eldor, 33.
Brolenese: Residents and things which originate in Pel Brolenon, 27.
Brond, Ruler: Ek'Gakel's current ruler of the House of Epseln, 76.
Bronish: Free city-state in northwest Svimohzia founded by refugees of Mendarn and Pel Brolenon, 164.
Bronven: A town in Eldor, 239.
Brotherhood of Industry: Priesthood of the goddess of home, industriousness, and marriage, 191.
Brotherhood of the Bear: Priesthood of the

Conventicle of the Great Tree, 207.
Brotherhood of the Broken Chain: An organization that wishes to abolish all slavery, 170.
Brothers in Blood: Priesthood of the god of battle, berserking, courage, and chaos, 209.
Brothers in Logic: Priesthood of the god of mathematics, science, invention, reasoning, and knowledge, 202.
Brovadol: Brandobian name for the god of chivalry and valor, 190.
Browend: Brandobian name for the god of wisdom, 204.
Builders of Law: Priesthood of the god of law, order, and cities, 201.
Bulls-Eye: A common name for the goddess of hunting, archery, and patience, 200.
Burzumagh: Kargi city in the Zamul Forest, 156.
Byksha: A town in Shynabyth, 239.
Bylenyr: Dejy name for the god of nature, 207.
Bynarr: Capital city of Tharggy, on the banks of the Jenshyta River, 113.
Byth Mountains: Mountain range west of Shynabyth and Slen, and home to the dwarven Kingdom of Draska, 123.
Calnsib: Brandobian name for the god of famine, hunger, and starvation, 218.
Capital Cities:
Ashoshani, 149.
Bet Bireli, 52.
Bet Dodera, 47.
Bet Kalamar, 38.
Bet Kasel, 80.
Bet Regor, 105.
Bet Rogala, 53.
Bet Seder, 61.
Bet Urala, 45.
Betasa, 77.
Bynarr, 113.
Cosolen, 15.
Dalen, 18.
Kako-Gyr, 111.
Korem, 81.
Monam-Ahnozh, 147.
Narr-Rytarr, 120.
Ospolen, 24.
Rinukagh, 84.
Rynoshok, 108.
Shyta-Thybaj, 115.
Svowmahni, 151.
Vrendolen, 29.
Zha-Nehzmish, 144.
Captains' Table of Thirteen: A governing table of thirteen powerful pirate captains from Reanaaria Bay, 174.
Caregiver: A common name for the god of mercy, hope, and healing, 196.
Ceotao: Reanaarese name for the god of mercy, hope, and healing, 196.
Challengers of Fate: Priesthood of the god of thievery, gambling, and luck, 212.
Champion of Tellene: A common name for the god of chivalry and valor, 190.
Children of Love: Priesthood of the goddess of love and harmony, 195.
Church of Chance: Church of the god of thievery, gambling, and luck, 212.
Church of Endless Night: Church of the god of dusk, darkness, and moonless nights, 216.
Church of Everlasting Hope: Church of the Caregiver, god of mercy, hope, and healing, 196.
Church of the Life's Fire: Temple of the Raiser, goddess of harvest, life, fertility, and agriculture, 194.
Church of the Night's Beauty: Church of the god of moons and beauty, 199.
Church of the Silver Mist: Church of the goddess of restful sleep, dreams, and aspirations, 201.
Cilorea: Elven nation in the Kalalali Forest 97.
Cilorealon: Elven city, on the shores of the largest of the Renador Lakes in the Kalalali Forest, 97.
City of the Dead: A deserted city deep within the Khydoban Desert, 141.
City-states:
Bronish, 164.
Daruk, 117.
Dijishy, 92.
Ehzhimahn, 93.
Geanavue, 131.
Norr Bharr, 116.
P'Bapar, 86.
Prompeldia, 88.
Shrogga-Pravaaz, 95.
Shyff, 121.
Shyta-na-Dobyo, 90.
Thygasha, 135.
Xaarum, 137.
Zoa, 138.
Clond, King: First ruler of Eldor of the House of Endremin, 14.
Coddler, The: A common name for the goddess of restful sleep, dreams, and aspirations, 200.
Coinmaster, The: A common name for the goddess of money, business, and greed, 208.
Cold Death: A common name for the god of pain, torture, and cold, 216.
College of Magic: Located in the Principality of Pekal, which offers study in all schools of magic, 55.
Confuser of Ways, The: A common name for the god of lies, mischief, and deceit, 222.
Congregation of the Dead: The church of the god of death and the underworld, 217.
Coniper Gap: Famous area in the Napalago Hills, 13.
Conventicle of Affliction, The: Temple of the Rotlord, god of disease, plague, and vermin, 221.
Conventicle of the Great Tree: Church of the Bear, god of nature, 207.
Corrupter, The: A common name for the goddess of injustice, envy, and jealousy, 213.
Cosdol: Kingdom in northwest Brandobia, 14.
Cosolen: The capital city of the Kingdom of Cosdol, located off of Voldor Bay, 15.
Counai Heights: Range of mountains lying between the Vrykarrs and Ka'Asas, west of Reanaaria Bay, 140.
Counselor, The: A common name for the goddess of home, industriousness, and marriage, 191.
Countries:
Ahznomahn, 144.
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Cosdol, 14.
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Drhokker, 102.
Ek'Gakel, 76.
Ek'Kasel, 79.
Eldor, 17.
Kalamar, 37.
Korak, 81.
Mendarn, 23.
Meznamish, 146.
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O'Par, 51.
Ozhvinmish, 148.
Paru'Bor, 105.
Pekal, 53.
Pel Brolenon, 27.
Shynabyth, 107.
Skarrna, 110.
Slen, Theocracy of, 111.
Tarisato, 56.
Tharggy, 113.
Thybaj, 115.
Tokis, 60.
Torakk, 116.
Ul-Karg, 155.
Zazahni, 158.
Courts of Inequity: Church of the goddess of injustice, envy, and jealousy, 214.
Courts of Justice: Church of the goddess of justice and truth, 193.
Covetous One, The: A common name for the goddess of injustice, envy, and jealousy, 213.
Covetous Ones, The: Priesthood of the goddess of injustice, envy, and jealousy, 214.
Cradle of Civilization: The Svimohzish Isle, 143.
Crag Keep: A castle located about a day's ride north of the city of P'Bapar, 88.
Crandolen: Cosdol city on the edge of Voldor Bay and the Brandobian Ocean, 16.
Creator of Strife: A common name for the god of discord, foul weather, and misfortune, 223.
Crinlan: Brandobian name for the god of law, order, and cities, 201.
Crondor River: River in Mendarn running from the Yan Elenon Mountains to the Brandobian Ocean, 33.
Crondor Woods: Large forest located in the south-western part of the Kingdom of Mendarn, 30.
Cropslayer: A common name for the god of famine, hunger, and starvation, 218.
Cruel Master, The: A common name for the god of pain, torture, and cold, 216.
Daar: Reanaarese name for the god of war, tactics, and strategy, 204.
Dahann: Fhokki name for the god of disease, plague, and vermin, 221.
Dakkar: Fhokki name for the god of oppression and slavery, 215.
Dakyno: Town, located where the Jenshyta and Jendasha rivers meet, which contains the Kingdom of Thybaj's largest marketplace, 115.
Dalen: Capital city of the Kingdom of Eldor, 18.
Dalmond River: A tributary of the Omdal, located in Cosdol, flowing west from the Krond Heights, 33.
Daresido: A city in Korak, 240.
Dark One, The: A common name for the god of dusk, darkness, and moonless nights, 215.
Darnel: Brandobian name for the goddess of hunting, archery, and patience, 200.
Daruk: Independent city-state at the southeastern edge of the Byth Mountains, 117.
Dashahn Mountains: Mountain range on Svimohzia, nicknamed Malachite Heights, 166.
Dayolen: Port city in southwestern Mendarn, 25.
Dead Lands: Common name for the Khydoban Desert, 131.
Deb'fo: Kalamaran name for the god of chivalry and valor, 190.
Defohy: A peaceful Dejy tribe, 77.
Defyn I, Queen: First woman to rule Tharggy, 113.
Dejfo: Dejy name for the god of chivalry and valor, 190.
Dejy: Language of the Dejy, a human race, 176.
Dejy Wars: Wars between tribes in Ek'Gakel, 77.
Dela, Princess: Princess Regent of the Kingdom of Basir, 44.
Delneb: Brandobian name for the god of thievery, gambling, and luck, 212.
Deserts: 263.
Elos Desert, 99.
Khydoban Desert, 141.
Deshada Mountains: Narrow range rising from the northern Byth Mountains, east of Shadesh Bay, 124.
Deshada River: River running through the Theocracy of Slen and the Khorren Woods, 125.
Despiser, The: A common name for the god of hate and bigotry, 219.
Devourer of All: A common name for the god of famine, hunger, and starvation, 218.
Devourer of Light: A common name for the god of dusk, darkness, and moonless nights, 216.
Dhadd: Fhokki name for the god of famine, hunger, and starvation, 218.
Dhavokk: Fhokki name for the god of peace and comfort, 194.
Dhytorrfhokker: Fhokki name for the goddess of harvest, life, fertility, and agriculture, 194.
Diaday: The first day of the week (Merchant's Tongue), 233.
Diadolai: Smallest of Tellene's three moons, 230.

Dijishy: Small city-state lying on the Sliv Elenon Rise, at the western edge of the Elos Desert, 92.
Dirasip: Kalamaran name for the goddess of day, light, and dawn, 193.
Disciples of Avrynner: A secret association of psionicists, 170.
Disciples of the Creator: A group that believes the Creator is not dead and will one day make her presence known again, 171.
Discordant One: A common name for the god of discord, foul weather, and misfortune, 223.
Djahn: Dejy name for the god of magic, 206.
Dodera: A duchy, the smallest province in the Kalamaran Empire, nestled between the Katagas Rise and the Ridara and Doreba Rivers, in the northeastern corner of the Empire, 47.
Dofededejy: Dejy name for the god of storms, thunder, and lightning, 211.
Dofejy: Dejy name for the goddess of hunting, archery, and patience, 200.
Dokarek: Dejy name for the god of battle, berserking, courage, and chaos, 209.
Dokshy: Dejy name for the god of wisdom, 204.
Dopromond Hills: Hill range, flanking the Yan Elenon Mountains, southeastern Mendarn, 32.
Dopven: A town in Mendarn, 240.
Doreba River: Tributary of the Ridara that forms the border between Kalamar and Dodera, 73.
Dorlanisti, King: Elven king of Doulathanorian in the Edosi Forest, 67.
Dorndern: A town in Cosdol that houses a vast library, 14.
Dothoki: Appointees of the Shajody (ruler) who control all aspects of the government and judicial system of the Kingdom of Thybaj, 115.
Dotogyr: Dejy name for the god of murder and revenge, 220.
Doulathanorian: Elven kingdom located deep in the Edosi Forest of Basir, 66.
Dowond-Brandel: The largest city in Pel Brolenon located on the coast near the Sliv Elenon Mountains, 27.
Dragon's Teeth: Rock formations protruding from the Straits of Svimohzia, 167.
Dralven: A town in Eldor, 240.
Draska: Dwarven kingdom located in the Byth Mountains, 123.
Dream Weavers: Priesthood of the goddess of restful sleep, dreams, and aspirations, 201.
Drelmn: Brandobian name for the god of disease, plague, and vermin, 221.
Drhokker: A loose confederation of towns and villages, from the Rokk Woods to the northern tip of the Narrajy Forest, and from the southern edge of the Rytarr Woods to Lake Adesh, 102.
Drossen-malak Traaggar: The kobold chieftain of the city-state of Shrogga-Pravaaz, 95.
DuKem'p Swamp: Large fen in the Young Kingdom, 98.
Durbattum River: River running through the Zamul Forest in Ul-Karg, 167.
Dwarven: Language of the Dwarves, 183.
Dynaj: Small city-state located on the southeast coast of Reanaaria Bay, 130.
E'Dos II, Archduke: Ruler of the city-state of P'Bapar, of the House of Kalanasi, 86.
E'Korug River: River that creates the border between Kalamar proper and the Lands of Tarisato, 73.
E'Liral River: This river divides the principalities of Pekal and Paru'Bor from Tokis and O'Par, respectively, 73.
E'Patali: Kalamaran name for the god of oppression and slavery, 215.
Earth Mother: A common name for the goddess of the elements, 205.
Eb'Kakido: A town in Korak, 240.
Eb'Sarido: A town in Dodera, 240.
Eb'Sobet, Lake: A deep lake in central Pekal, 71.
Edosi Forest: Large forest in north Basir, 66.
Edros Bay: This bay is bordered by Eldor to the north and Mendarn to the south, 33.
Ehniven Marsh: Low-lying area on the western shoreline of Mewzhano Bay, on Svimohzia, 167.
Ehnovam: Svimohzish name for the god of magic, 206.
Ehsiwhomnesh: Svimohzish name for the goddess of harvest, life, fertility, and agriculture, 194.
Ehzhimahn: City-state just off the western coast of the Whimdol Bay, 93.
Ek'Gakel: Free State bordered by the Brindonwood to the north, Ek'Kasel to the south, P'Baparin to the west, and Paru'Bor to the east, 76.
Ek'Kasel: A small kingdom bordered by Pekal to the east, Ek'Gakel to the north, Korak to the west, and Norga-Krangrel to the south, 79.
Ek'Ridar River: River to the north of the Elos Desert, running from the Legasa Peaks to the Elos Bay, 99.
Elandril: Brandobian name for the goddess of the elements, 205.
Eldor: Brandobian kingdom neighboring Mendarn to the north, 17.
Eldrose Forest: Forest on the south slopes of the Yan Elenons, home to the House of Shackles, 30.
Elemental contact points: Locations rumored to dimensionally overlap the elemental planes, 233.
Elenon Mountains: Large mountain range that runs through Brandobia, 32.
Elnamna: Brandobian name for the god of pain, torture, and cold, 216.
Elos Bay: Long inlet of the Kalamaran Sea located in the heart of the realms, 72.
Elos Desert: Desert located between the Elenon Mountains and the Elos Bay, 99.
Emerald Sea: Nickname of Svimohzia's Vohven Jungle, 166.
Emnon: Brandobian name for the god of magic 206.
Emosvom: Zazahni city located on the Izhoven River and bordering the Vohven Jungle, 159.
Emperor of Scorn: A common name for the god of hate and bigotry, 219.
Empress: A common name for the goddess of prophesy, fate, and time, 208.
Enard: Brandobian name for the goddess of injustice, envy, and jealousy, 213.
Endremin, Lamnian: A half-elf leader in the history of the Principality of Pekal, 53.
Enemy of the Free: A common name for the god of oppression and slavery, 214.
Enlightener, The: A common name for the god of mathematics, science, invention, reasoning, and knowledge, 202.
Eoru-Roerar: Reanaarese name for the god of famine, hunger, and starvation, 218.
Ep'Sarab Swampland: A bog, also known as Willowwood, located in the Kalasali Woods where the Falikelopi River merges with the Badato, 72.
Eprel: Brandobian name for the god of discord, foul weather, and misfortune, 223.
Erasar II, King: Ruler of the Kingdom of Ek'Kasel, 79.
Erasar'Kol Marsh: Bog bordering the Katagas Rise, just south of the Doreba River, 72.
Eternal Bard, The: A common name for the god of art, poetry, music, and humor, 198.
Eternal Lantern, The: A common name for the goddess of day, light, and dawn, 193.
Evil Slayer: A common name for the god of chivalry and valor, 190.
Exalted Judge, The: A common name for the goddess of justice and truth, 192.
Eye Opener: A common name for the god of wisdom, 204.
Eyeless One: A common name for the god of dusk, darkness, and moonless nights, 215.
Face of Rapture, The: A common name for the god of moons and beauty, 199.
Face of the Free: Church of the god of freedom, liberty, and happiness, 197.
Falagadruila Thaeralandi: Commonly known as Sentinels Grove, this area is located deep within the heart of Lendelwood, 16.
Falikelopi River: Northern fork of the Badato River, running just north of the Alufalik Hills, 73.
Falikido: A town in Kalamar, 240.
Falkker: Fhokki name for the god of berserking, battle, chaos, and courage, 209.
Famine: The 13th month of the year, 233.
Fanateen, Lake: Large glacial lake in the heart of the Lendelwood, 33.
Fapeki: Kalamaran name for the goddess of justice and truth, 192.
Farmer's Wife: A common name for the goddess of harvest, life, fertility, and agriculture, 194.
Fashyr: A town in Thybaj, 240.
Fate Scribe: A common name for the goddess of prophesy, fate, and time, 208.
Father of All Falsehoods: A common name for the god of lies, mischief, and deceit, 222.
Father of Murder: A common name for the god of murder and revenge, 220.
Father of the Treant: A common name for the god of nature, 207.
Father of Wine: A common name for the god of passion and wine, 212.
Faunee Rise: The hills nestled on the eastern slope of the Ka'Asa Mountains, 140.
Fautee Forest: Small woodland covering the lower reaches of the Faunee Rise, extending into the peninsula below, 140.
Fealain: Reanaarese name for the goddess of money, business, and greed, 208.
Fearless One, The: A common name for the god of battle, berserking, courage, and chaos, 209.
Feenoo: Reanaarese name for the god of battle, berserking, courage, and chaos, 209.
Fellowship of Terror, The: Priesthood of the god of fear and nightmares, 222.
Fen'doral, Rovak: Commander of King Thedorus' army who became the Sword of Kings, 37, 39.
Fetor: Kalamaran name for the god of disease, plague, and vermin, 221.
Feyd: Dejy name for the god of moons and beauty, 199.
Fhokki: Language of the Fhokki, a human race, 177.
Field Mother: A common name for the goddess of harvest, life, fertility, and agriculture, 194.
Fintor: Brandobian name for the god of fear and nightmares, 222.
Fireday: The 4th day of the week, 233.
Flaymaster: A common name for the god of pain, torture, and cold, 216.
Flowmaster, The: A common name for the god of magic, 206.
Fodeta: A city in Tokis, 240.
Fonorr: Fhokki name for the god of honor, oaths, and ethics, 192.
Foobi: Reanaarese name for the god of oppression and slavery, 215.
Foobia: Reanaarese name for the god of vice and sloth, 224.
Foornaar: Reanaarese name for the god of honor, oaths, and ethics, 192.
Fopasido: Small mining town between B'Papar and Korak, 83.
Forests:
Ashul Weald, 97.
Awhom Forest, 164.
Brindonwood, 97.
Brolador Forest, 29.
Crondor Woods, 30.
Edosi Forest, 66.
Eldrose Forest, 30.
Fautee Forest, 140.
Fyban Forest, 122.
Kalalali Forest, 97.
Kalasali Woods, 68.
Kalokopeli Forest, 98.

Khorren Woods, 122.
Lendelwood, 30.
Miznoh Forest, 164.
Mizohr Woodlands, 164.
Nanakary Forest, 140.
Narrajy Forest, 122, 140.
Obakasek Jungle, 68.
Paliba Woods, 68.
Pipitul Woodlands, 68.
P'Rudekela Forest, 68.
Rokk Woods, 122.
Rolutel Forest, 68.
Ryakk Woods, 68.
Rytarr Woods, 122.
Svomawhom Forest, 164.
Vohven Jungle, 166.
Voldorwoods, 32.
Whisvomi Forest, 166.
Zamul Forest, 166.

Forinori: Kalamaran name for the god of honor, oaths, and ethics, 192.
Fornor: Brandobian name for the god of honor, oaths, and ethics, 192.
Fortnight's Battle: Battle in the history of Svimohzia, 143.
Founder's Creation, The: Church of the god of law, order, and cities, 201.
Founder, The: A common name for the god of law, order, and cities, 201.
Fraternal Order of Aptitude: Church of the god of mathematics, science, invention, reasoning, and knowledge, 202.
Free Soul: A common name for the god of freedom, liberty, and happiness, 197.
Friends of the Coin: A network of spies created by Kolaar Swiftstrike, 173.
Friends of the Fields: Priesthood of the goddess of harvest, life, fertility, and agriculture, 194.
Frinta: Brandobian name for the god of murder and revenge, 220.
Frosting: The 11th month of the year, 233.
Fulakar, the Conqueror: Ruler in the history of the Kalamaran Empire, 35.
Fyadarr: Fhokki name for the goddess of restful sleep, dreams, and aspirations, 200.
Fyban Forest: Forest in Tharggy, in the fork of the Kakidela and Vrykarr Mountains, 122.
Fyjner: Dejy name for the god of honor, oaths, and ethics, 192.
Fymar: Northernmost Reanaaria Bay city, 118.
Gaaria: Reanaarese name for the god of law, order, and cities, 201.
Gadadik I, Grand Duke: Current ruler of the Duchy of O'Par, 51.
Gadra Uplands: Eastern foothills of the Byth Mountains, under Shynabyth control, 124.
Gaketa: A city in central Tokis, formerly the original capital, 62.
Gakite(s): Resident(s) and thing(s) originating in Ek'Gakel, 76.
Galapiti: Kalamaran name for the god of death and the underworld, 217.
Garnak, Alere, General: Current leader of the Militocracy of Korak, 81.
Gatekeeper, The: A common name for the god of magic, 206.
Gaunt, The: Priesthood of the god of famine, hunger, and starvation, 218.
Geana, Haar, Lord: Ruler of the City-state of Geanavue, 131.
Geanavue: City-state located inland from the west coast of Reanaaria Bay, on the eastern edge of the southern Counai Heights, 131.
Geonea: Reanaarese name for the god of peace and comfort, 194.
Giilia: Somber city on the western side of Reanaaria Bay, 132.
Gimbatagh : A town in Tarisato, 240.
Gluttonous One: A common name for the god of famine, hunger, and starvation, 218.
Godday: The 6th day of the week, 233.
Gogido: A town in Tarisato, 240.
Gohlnim: Svimohzish name for the goddess of money, business, and greed, 208.
Golden Alliance, The: The largest merchant's guild on Tellene, 171.
Golden Arrows, The: Priesthood of the goddess of hunting, archery, and patience, 200.
Goli: Kalamaran name for the god of fear and nightmares, 222.
Golidirin: Kalamaran name for the goddess of money, business, and greed, 208.
Gothmerr: A town in Drhokker, 240.
Grand Incinerator, The: A common name for the goddess of the elements, 205.
Great Builder, The: A common name for the god of law, order, and cities, 201.
Great Deceiver, The: A common name for the god of lies, mischief, and deceit, 222.
Great Fissure: An enormous crack in Tellene's crust, near the western limits of the Elos Desert, 99.
Great Huntress, The: A common name for the goddess of hunting, archery, and patience, 200.
Great Impostor: A common name for the god of lies, mischief, and deceit, 222.
Great Mountain Wars: Wars between the dwarves of Draska and the elves of the Brindonwood, 108.
Guardian, The: A common name for the god of freedom, liberty, and happiness, 197.
Guardians of the Hidden Flame: The group responsible for the delivery of the Silver Dragon Coins to each Kalamaran Emperor, 171.
Guldwon: Brandobian name for the goddess of money, business, and greed, 208.
Gurk-Tarrgh, King: Former king of Norga-Krangrel, 89.
Hadaf Highlands: Hills between Shadesh Bay and the Deshada-Byth Mountains, 124.
Hall of Oaths: Church of the god of honor, oaths, and ethics, 192.
Halls of the Valiant: Church of the god of chivalry and valor, 190.
Harbinger of Healing, The: A common name for the god of strength and medicine, 203.
Harbinger of Hunger: A common name for the god of famine, hunger, and starvation, 218.
Harvester of Souls: A common name for the god of death and the underworld, 217.
Harvesters, The: Priesthood of the god of death and the underworld, 218.
Hatemonger: A common name for the god of hate and bigotry, 219.
Hater of Elves: A common name for the god of hate and bigotry, 219.
He Who Brings Gods Low: A common name for the god of oppression and slavery, 215.
He Who Brings Misfortune: A common name for the god of discord, foul weather, and misfortune, 223.
Hezhovozh: Svimohzish name for the god of peace and comfort, 194.
Hills:
Adiv Hills, 98.
Aggar Rise, 124
Alufalik Hills, 71.
Arajyd Hills, 140.
Bisibopaki Hills, 71.
Dopromond Hills, 32.
Faunee Rise, 140.
Gadra Uplands, 124.
Hadaf Highlands, 124.
Imomena Hills, 166.
Jenth Ridges, 124.
Kabela Downs, 124.
Kakapela Hills, 71.
Kamarela Mounds, 71.
Katagas Rise, 71.
Keenoa Tors, 140.
Masau Hills, 141.
Menamo Hills, 166.
Napalago Hills, 32.
Nazguk Hills, 166.
Neebau Cliffs, 141.
Norga Tors, 98.
Odril Hills, 32.
Parnor Hills, 167.
P'Sapas Hills, 71.
P'Tikor Hills, 71.
Sanakir Hills, 98.
Shada Hills, 125.
Shashyf Hills, 99.
Shyf Hills, 125.
Shynako Hills, 125.
Sliv Elenon Rise, 99.
Sotai Gagalia Headlands, 141.
Ubikokeli Highlands, 71.
Vry Naasu Headlands, 141.
Welpremond Downs, 33.
Whisvomi Hills, 167.
Zhano Headlands, 167.

His Immenseness: A common name for the god of vice and sloth, 224.
Hobgoblin: Language of the Hobgoblins, 185.
Hokalas: Kalamaran name for the god of magic, 206.
Holy Mother, The: A common name for the goddess of home, industriousness, and marriage, 191.
Home Foundation, The: Church of the goddess of home, industriousness, and marriage, 191.
Homeday: The 5th day of the week, 233.
Homemaker: A common name for the goddess of home, industriousness, and marriage, 191.
Honorable Highness: A common name for the god of honor, oaths, and ethics, 192.
Honorable One, The: A common name for the god of honor, oaths, and ethics, 192.
Hood, The: A common name for the god of pain, torture, and cold, 216.
House of Hunger: Church of the god of famine, hunger, and starvation, 218.
House of Knives: Church of the god of murder and revenge, 220.
House of Laughter, see Theater of the Arts.
House of Scorn, The: Church of the Emperor of Scorn, god of hate and bigotry, 219.
House of Shackles: Church of the Overlord, god of oppression and slavery, 215.
House of Solace, The: Church of the Peacemaker, god of peace and comfort, 195.
House of Vice: Church of the god of vice and sloth, 224.
Huunaav: Reanaarese name for the god of travel and stars, 197.
Hydarr: Fhokki name for the goddess of money, business, and greed, 208.
Hydary: Dejy name for the goddess of money, business, and greed, 208.
Ice Heart: A common name for the god of pain, torture, and cold, 216.
Icebite: A common name for the god of pain, torture, and cold, 216.
Ill-Luck: A common name for the god of discord, foul weather, and misfortune, 223.
Imohn: Svimohzish name for the god of murder and revenge, 220.
Imomena Hills: Hills on eastern central Svimohzia, between Ozhvinmish and Zazahni, 166.
Imparter of Inspiration, The: A common name for the goddess of restful sleep, dreams, and aspirations, 200.
Impostors: Priests of the god of lies, deceit, and mischief, 222.
Inakas, Lakali: Son of King Thedorus of Kalamar, 37.
Indolent One, The: A common name for the god of vice and sloth, 224.
Inducer of Independence, The: A common name for the god of freedom, liberty, and happiness, 197.
Inevitable Order of Time: The church of the goddess of prophesy, fate, and time, 209.
Inolen: An Eldoran city located on Edros Bay, 20.
Insulter, The: A common name for the

god of vice and sloth, 224.
Insulters: Priesthood of the god of vice and sloth, 224.
Insurgent One, The: A common name for the god of freedom, liberty, and happiness, 197.
Invigorator, The: A common name for the god of strength and medicine, 203.
Irontop: Dwarven fortress in the Ka'Asa Mountains, 69.
Irreproachable One, The: A common name for the god of honor, oaths, and ethics, 192.
Islands:
Asiotuxoo Islands, 137.
Bosinela Island, 44.
Kaotoon Island, 128.
Mezh-Vowmi Isle, 144.
Rokalel Island, 44.
Svimohzish Isle, 143.
Ucea Island, 134.
Ulendar, Isle of, 18.
Voritti Island, 111.
Ivelo River: A meandering river in the southern part of the Meznamishii Valley, 167.
Ivez Estuary: Swampy area at the mouth of the Ivelo river on Mewzhano Bay, 167.
Izhano River: River flowing through the heart of Meznamish, 167.
Izhoven River: River flowing south from the Imomena Hills through the Vohven Jungle to the Sea of Svimohzia, 167.
Jealous Eye, The: A common name for the goddess of injustice, envy, and jealousy, 213.
Jendasha River: River running through the Lands of Drhokker, from the Jorakk River to the city of Dakyno, 125.
Jenshyta River: A tributary of the Jendasha River, running through Tharggy into the Kakidela Mountains, 125.
Jenth Ridges: Hills flanking the Vrykarr Valley, from the Jendasha River west to the Rokk Woods, 124.
Jhekkarr: Fhokki name for the god of hate and bigotry, 219.
Jorakk, Lake: Gigantic lake north of Reanaaria Bay, 125.
Jorakk Mountains: Mountains on the northern fringes of Lake Jorakk, 124.
Jorakk River: River flowing from the Vrykarr Mountains north to Lake Jorakk, 125.
Joto II, King: Current ruler of the Kingdom of Shynabyth, 108.
Journeymen, The: Priesthood of the god of travel and stars, 197.
Jungle Wars: Wars between the Kalamaran army and the natives of the Obakasek Jungle, 35.
Jy: Dejy name for the god of vice and sloth, 224.
Jynondish: Dejy name for the god of mercy, hope, and healing, 196.
Ka'Asa Mountains: Large active volcanic mountain range east of Kalamar, 69.
Kabakosikido: Fortified Tarisatan town on the edge of the Obakasek Jungle, 58.
Kabela Downs: Hills that form the disputed boundary between Paru'Bor and Shynabyth, 124.
Kabori I, Emperor: Current ruler of the Kalamaran Empire, 37.
Kafen I, Prince: Current ruler of the Principality of Pekal, 53.
Kakapela Hills: Hills between the Byth and Kakidela mountain ranges, 71.
Kakidela Mountains: Small northwestern spur of the Ka'Asas which trails off into the Shynako Hills, 70.
Kako-Gyr: Capital of the Theocracy of Slen, 111.
Kalalali Forest: Forest surrounding the Renador River, bordered by Pekal, Ek'Kasel, and Ek'Gakel, 97.
Kalaleta: A city-state in the Kalalali Forest, 240.
Kalamar: The largest and most populous nation on Tellene, Kalamar is the central kingdom of the Vast Kalamaran Empire, 37.
Kalamaran: Language of the Kalamarans, a human race, 178.
Kalamaran Bay: A broad inlet of the Kalamaran Sea, 73.
Kalamaran Sea: A body of water located between Ahznomahn and the Kalamaran Bay, 73.
Kalasali Woods: Ancient woods nestled against the Ka'Asa Mountains, 68.
Kalenadil: Kalamaran name for the goddess of hunting, archery, and patience, 200.
Kaleta: Doderan city downstream from Bet Dodera, on the Agateli River, 51.
Kalokapeta: A city in Ek'Kasel, 240.
Kalokopeli Forest: Large woodland northeast of the Elos Desert, 98.
Kamarela Mounds: Hills on the southwestern tip of Lake Eb'Sobet, 71.
Kannej Swamp: Marshy plain on the southern border of Lake Adesh, 125.
Kar'soloti: Kalamaran name for the goddess of injustice, envy, and jealousy, 213.
Karasta: Dwarven kingdom in the Ka'Asa Mountains, 69.
Karg(i): Residents, and things which originate in Ul-Karg, 155.
Kasatori: Kalamaran name for the god of passion and wine, 212.
Kasebapido: A town in Korak, 240.
Kasido: A town in O'Par, 240.
Kasite(s): Resident(s), and things which originate in Ek'Kasel, 79.
Katagas Rise: Hills on the western side of the Kakidela Mountains, running south from the Ridara River to the Erasar'Kol Marsh, 71.
Katarday: The 3rd day of the week, 233.
Kazullagh: A city in Ul-Karg, 240.
Keenoa Tors: Hills north of the Faunee Rise, 140.
Keeper of Fortunes: A common name for the goddess of prophesy, fate, and time, 208.
Keepers of the Four Corners, The: Priesthood of the goddess of the elements, 206.
Keepers of the Word, The: Priesthood of the god of honor, oaths, and ethics, 192.
Keifau: Reanaarese name for the god of art, poetry, music, and humor, 198.
Kennad: Fhokki name for the god of pain, torture, and cold, 216.
Keplern: Brandobian name for the god of mathematics, science, invention, reasoning, and knowledge, 202.
Keyholders, The: Priesthood of the god of magic, 206.
Khete: Fhokki name for the god of mathematics, science, invention, reasoning, and knowledge, 202.
Kholnarr: Fhokki name for the god of passion and wine, 212.
Khorren Woods: Narrow forest to the east of the Shada Hills and Gadra Uplands, 122.
Khydoban Desert: Also known as the Dead Lands, this desert expanse marks the eastern edge of the continent, 141.
King of Affliction: A common name for the god of disease, plague, and vermin, 220.
King of Climax: A common name for the god of passion and wine, 212.
King of Comfort: A common name for the god of peace and comfort, 194.
King of Disharmony: A common name for the god of discord, foul weather, and misfortune, 223.
King of the Battlefield: A common name for the god of war, tactics, and strategy, 204.
King of the Dice: A common name for the god of thievery, gambling, and luck, 212.
King of the Macabre: A common name for the god of fear and nightmares, 222.
King of the Undead: A common name for the god of death and the underworld, 217.
Knife, The: A common name for the god of pain, torture, and cold, 216.
Knights of Justice: An order of knighthood serving the Prince of Paru'Bor, 105.
Knight of the Gods: A common name for the god of chivalry and valor, 190.
Knights of the Black Pit: Priesthood of the god of dusk, darkness, and moonless nights, 216.
Kojy: A town in Tharggy, 240.
Kokyt: Dejy name for the god of discord, foul weather, and misfortune, 223.
Kolido: A city in Tarisato, 240.
Kolokar, Emperor: One-time ruler of the Kalamaran Empire, 36.
Kolokar's Barrier: A great stone barrier stretching from the Kakidelas to the Byth Mountains, also known as the Empire's Edge, 70.
Korak: The militocracy south of P'Bapar and west of Ek'Kasel, 81.
Korem: Capital city of Korak, also known as the City of Swords, 81.
Koreta: A city in Paru'Bor, 240.
Koverr: Fhokki name for the goddess of love and harmony, 195.
Krangi: Residents, and things which originate in Norga-Krangrel, 84.
Krarag-Randatk, King: The current hobgoblin king of Ul-Karg, 155.
Krimppatu Mountains: The western portion of the Dashahn-Tanezh mountain range, 166.
Krokal-Marg, King: The current hobgoblin king of Norga-Krangrel, 84.
Krond Heights: The northernmost stretches of the Elenon mountain range, extending north from P'Bapar Pass beyond the known realms, 32.
Kruk-Ma-Kali, King: A great hobgoblin king in the history of the Young Kingdoms, 75.
Kydarra: Fhokki name for the god of art, poetry, music, and humor, 198.
Kygyryr: Dejy name for the god of death and the underworld, 217.
Kylban River: A major tributary to the Shyf River, 125.
Kyrkshynad: Dejy name for the god of war, tactics, and strategy, 204.
Lady Love: A common name for the goddess of love and harmony, 195.
Lady Time: A common name for the goddess of prophesy, fate, and time, 208.
Lamako: Kalamaran name for the god of vice and sloth, 224.
Lamas: Kalamaran name for the god of dusk, darkness, and moonless nights, 216.
Lamellar Armor: Armor consisting of metal strips on a backing of leather or padded cloth, 133.
Landlord, The: A common name for the goddess of money, business, and greed, 208.
Larr: Fhokki name for the god of vice and sloth, 224.
Lathlanian: Elven city located within Lendelwood, 30.
Laugher, The: A common name for the god of passion and wine, 212.
Lauraiz: Reanaarese name for the goddess of love and harmony, 195.
Legasa Peaks: The zenith of the Elenon Mountians, 32.
Legesep Lowlands: Swamp in central Tokis, east of Bet Seder, 72.
Lelana, Queen: One-time ruler of the Kalamaran Empire, Rulakan's wife, 36.
Lelani: Kalamaran name for the goddess of love and harmony, 195.
Lelnani: Brandobian name for the goddess of love and harmony, 195.
Lendanor: Brandobian name for the god of art, poetry, music, and humor, 198.
Lendel River: A tributary of the Broladør River that flows through Lendelwood, 33.
Lendelwood: Large forest west of the Legasa Peaks, heavily populated with elves, 30.
Leom: Reanaarese name for the god of pain, torture, and cold, 216.
Liberator, The: A common name for the god of freedom, liberty, and happiness, 197.
Lidereta: City on the northern edge of the Paliba

Woods, in Kalamar, 38.
Liela: Brandobian name for the goddess of harvest, life, fertility, and agriculture, 194.
Liganali: Kalamaran name for the god of moons and beauty, 199.
Lisar: Kalamaran name for the goddess of the elements, 205.
Loakaer: Reanaarese name for the god of wisdom, 204.
Locust Lord: A common name for the god of famine, hunger, and starvation, 218.
Lokalas: Kalamaran name for the god of wisdom, 204.
Lokker: Fhokki for the god of freedom, liberty, and happiness, 197.
Loona: A dockside town near Geanavue, 131.
Lopoliri Mountains: Mountains to the south of the P'Rorul Peaks, on the Obakasek Peninsula, 71.
Lord Midnight: A common name for the god of dusk, darkness, and moonless nights, 215.
Lord of Ease: A common name for the god of peace and comfort, 194.
Lord of Illusion: A common name for the god of lies, mischief and deceit, 222.
Lord of Intolerance: A common name for the god of hate and bigotry, 219.
Lord of Intuition: A common name for the god of wisdom, 204.
Lord of Luminosity: A common name for the goddess of day, light, and dawn, 193.
Lord of Silver Linings : A common name for the god of mercy, hope, and healing, 196.
Lord of the Blue Sky: A common name for the god of mercy, hope, and healing, 196.
Lord of the Putrid: A common name for the god of disease, plague, and vermin, 220.
Lord of the Underworld: A common name for the god of death and the underworld, 217.
Lord of Thunder and Lightning: A common name for the god of storms, thunder, and lightning, 211.
Lord of Tranquillity: God of peace and comfort, 194.
Lord on High, The: A common name for the god of honor, oaths, and ethics, 192.
Lord Twilight: A common name for the god of dusk, darkness, and moonless nights, 215.
Loremaster: A common name for the god of art, poetry, music, and humor, 198.
Lorr, Tanarr, Mayor: Elected official of the city-state of Narr-Rytarr, 120.
Lower Byth River: River running from Lake Adesh to Lake Jorakk, 125.
Lozhen Mountains: A collection of a dozen active volcanic peaks within the Imomena Hills, on Svimohzia, 166.
Lurker in the Void, The: A common name for the god of dusk, darkness, and moonless nights, 215.
Lydthesh: Dejy name for the goddess of justice and truth, 192.
Madame of the Wind: A common name for the goddess of the elements, 205.
Magma River: A continuous river of magma running from a volcano high in the Ka'Asa Mountains, 70.
Magnificent Magistrate, The: A common name for the goddess of justice and truth, 192.
Magnostorms: Magnetic storms that disrupt teleport spells and similar abilities, 233.
Maker of Dissension: A common name for the god of discord, foul weather, and misfortune, 223.
Malachite Heights: Another name for the Dashahn Mountains on Svimohzia, 166.
Malignant One: A common name for the god of disease, plague, and vermin, 221.
Malmsey: Brandobian name for the god of passion and wine, 212.
Manfred: Brandobian name for the god of dusk, darkness, and moonless nights, 215.
Masau Hills: Hills to the west of the Sea of the Dead, blanketed by the Obakasek Jungle, 141.
Master of Depravity: A common name for the god of vice and sloth, 224.
Master of Horrors: A common name for the god of fear and nightmares, 222.
Master of Mischief: A common name for the god of lies, mischief, and deceit, 222.
Master of Serenity: A common name for the god of peace and comfort, 194.
Master of Stealth: A common name for the god of thievery, gambling, and luck, 212.
Master of Tactics: A common name for the god of war, tactics, and strategy, 204.
Master of the Grape: A common name for the god of passion and wine, 212.
Mathmaster: A common name for the god of mathematics, science, invention, reasoning, and knowledge, 202.
Melnador: Brandobian name for the god of freedom, liberty, and happiness, 197.
Menamo Hills: The ring of hills that define the eastern Meznamishii border, 166.
Mendarn: The southernmost Brandobian kingdom, 23.
Merchant's Tongue: A common human language used by merchants, becoming popular among all travelers, 187.
Merciful Fates, The: Priesthood of the god of mercy, hope, and healing, 196.
Merry Marksman, The: A common name for the goddess of hunting, archery, and patience, 200.
Merry Muses, The: Priesthood of the god of art, poetry, music, and humor, 198.
Messengers of Liberty: Priesthood of the god of freedom, liberty, and happiness, 197.
Mesvanis: Henchman of Raja Na-Badyja, the founder of the Secret Network of the Blue Salamander, whom he later betrayed, 169.
Mewhi Marshes: Swamp in southwestern Zazahni, 167.
Mewzhano Bay: Rocky inlet of the Straits of Svimohzia, 167.
Mewzhano, Conqueror: Early conqueror in the history of the Svimohzish Isle, 143.
Mezh-Vowmi Isle: Island where the Ahznomahnii capital, Zha-nehzmish, resides,144.
Meznam(s): Resident(s) of Meznamish, 147.
Meznamish: Kingdom on the Svimohzish Isle whose borders reach from the Whizvomi Forest to the Menamo Hills, 146.
Meznamishii: Things of Meznamish origin, 147.
Miazaar: Reanaarese name for the god of thievery, gambling, and luck, 212.
Miclenon: City on the perimeter of the Elos Desert, on the eastern cape of Whimdol Bay, 94.
Midwife, The: A common name for the goddess of harvest, life, fertility, and agriculture, 194.
Minammozh: Svimohzish name for the god of battle, berserking, courage, and chaos, 209.
Minions of Misfortune: Priesthood of the god of discord, foul weather, and misfortune, 223.
Ministry of Misery: Priesthood of the god of pain, torture, and cold, 217.
Minmehw: Svimohzish name for the god of pain, torture, and cold, 216.
Minmivozh: Svimohzish name for the god of law, order, and cities, 201.
Mistress of Spite: A common name for the goddess of injustice, envy, and jealousy, 213.
Mizar: Svimohzish name for the god of thievery, gambling, and luck, 212.
Miznahn: A city in Ozhvinmish, 240.
Miznoh Forest: Forest in northwestern Ozhvinmish, 164.
Miznoh I, King: King in early Svimohzish history, 143.
Mizohr Woodlands: Forest in southwestern Meznamish, stretching from the foothills of the Tanezh-Dashahn mountain ranges into the Meznamish Valley, 164.
Mohrah: Svimohzish name for the goddess of the elements, 205.
Moimivam: Svimohzish name for the goddess of home, industriousness, and marriage, 191.
Monam-Ahnozh: Capital city of Meznamish, 147.
Moonknights: Priesthood of the god of moons and beauty, 199.
Mormov: Brandobian name for the god of hate and bigotry, 219.
Mosaa: Reanaarese name for the goddess of justice and truth, 192.
Moshohn: Svimohzish name for the god of disease, plague, and vermin, 221.
Mosia: Reanaarese name for the goddess of home, industriousness, and marriage, 191.
Mother of the Elements: A common name for the goddess of the elements, 205.
Mother Tellene: A common name for the goddess of harvest, life, fertility, and agriculture, 194.
Mountains:
Byth Mountains, 123.
Counai Heights, 140.
Dashahn Mountains, 166.
Deshada Mountains, 124.
Elenon Mountains, 32.
Jorakk Mountains, 124.
Ka'Asa Mountains, 69.
Kakidela Mountains, 70.
Krimppatu Mountains, 166.
Krond Heights, 32.
Legasa Peaks, 32.
Lopoliri Mountains, 71.
Lozhen Mountains, 166.
P'Rorul Peaks, 71.
Sliv Elenon Mountains, 98.
Tanezh Mountains, 166.
Vrykarr Mountains, 124.
Yan Elenon Mountains, 32.
Movan: Svimohzish name for the goddess of prophesy, fate, and time, 208.
Mule, The: A common name for the god of mathematics, science, invention, reasoning, and knowledge, 202.
Mustering: Name of a month of the year, 233.
Naaraje: A village within the Kingdom of Nissen, in the Nanakary Forest, 140.
Naataal: Reanaarese name for the goddess of harvest, life, fertility, and agriculture, 194.
Na-Badyja, Raja: The founder of the Secret Network of the Blue Salamander, 169.
Naemae: Reanaarese name for the god of chivalry and valor, 190.
Naetuir: Reanaarese name for the goddess of day, light, and dawn, 193.
Nakkary: A general in the history of the Queendom of Tharggy, 113.
Namona: Svimohzish name for the goddess of injustice, envy, and jealousy, 213.
Nanakary Forest: Forest east of Reanaaria Bay and west of the Arajyd Hills, home to the Kingdom of Nissen, 140.
Napalago Hills: Foothills of the Legasa Peaks, to the east of Cosdol, 32.
Napalido: Town in the Napalago Hills, 33.
Narlven: A town in Mendarn, 240.
Narnolen: A city in Mendarn, 240.
Narr-Rytarr: City-state on the shore of Lake Jorakk, at the mouth of the Jorakk River, 120.
Narrajy Forest: Narrow forest encircling the northern tip of the Reanaaria Bay, 122, 140.
Natirel: Kalamaran name for the god of war, tactics, and strategy, 204.
Natrakk: Fhokki name for the goddess of day, light, and dawn, 193.
Nazguk Hills: Hills in northern Ul-Karg, at the southern slopes of the Krimppatu Mountains, 166.
Neebau Cliffs: Hills at the eastern edge of the P'Rorul Peaks, 141.
Neevuu: Reanaarese name for the god of freedom, liberty, and happiness, 197.
Nenehi: Svimohzish city on the eastern edge of Ozhvinmish, 153.
Neshvan: Svimohzish name for the god of passion and wine, 212.
New Creator, The: A common name for the god of lies, mischief, and

deceit, 222.

Nickel Basin: An ore-rich basin in the southeastern part of the Elos Desert, 99.

Night Watchman, The: A common name for the goddess of restful sleep, dreams, and aspirations, 200.

Nightmaster: High priest of the god of darkness, dusk, and moonless nights, 216.

Nimble Navigator, The: A common name for the god of travel and stars, 197.

Nissen, Kingdom of: Gnomish kingdom in the Nanakary Forest, 140.

Norakk: Fhokki name for the god of dusk, darkness, and moonless nights, 216.

Nordolen: A city in Eldor, 240.

Norga Tors: Foothills of the Elenon Mountains, running from the Ek'Ridar River to the Sliv Elenon Mountains, 98.

Norga-Krangrel: Hobgoblin kingdom bordered by Korak to the north and Ek'Kasel to the east, 84.

Norr Bharr: Town in the Lands of Torakk, along the western shores of Lake Jorakk, 116.

Nykkerr: Fhokki name for the goddess of hunting, archery, and patience, 200.

Nyko: Dejy name for the god of dusk, darkness, and moonless nights, 215.

Nytharr: Fhokki name for the god of death and the underworld, 217.

Nythok: Westernmost city in the Land of Drhokker, on the shore of Lake Adesh, 103.

Nyton: A city in Thybaj, 241.

O'Par: Neutral duchy surrounded by the warring nations of Paru'Bor, Shynabyth, Pekal, Tokis, Tharggy, and Dodera, 51.

Obakasek Jungle: This jungle, that spans the southwestern slopes of the Lopoliri Mountains to the Kalamaran Sea, is home to many goblinoid tribes, 68.

Odril Hills: Foothills of the Krond Heights in northeastern Cosdol, 32.

Ojob: Dejy name for the goddess of injustice, envy, and jealousy, 213.

Old Grizzly: A common name for the god of nature, 207.

Old Lucky: A common name for the god of thievery, gambling, and luck, 212.

Old Man, The: A common name for the god of war, tactics, and strategy, 204.

Old Oak, The: A common name for the god of nature, 207.

Old Shivers: A common name for the god of fear and nightmares, 222.

Oloseta: Tarisatan city located at the mouth of the E'Korug River, 59.

Omdal River: River in northern Cosdol flowing into the Voldor Bay, 33.

Omvleln: Brandobian name for the god of battle, berserking, courage, and chaos, 209.

Oowaaw: Reanaarese name for the god of passion and wine, 212.

Oppressor, The: A common name for the god of oppression and slavery, 214.

Order of Agony: Church of the god of pain, torture, and cold, 217.

Order of Light, The: Priesthood of the goddess of day, light, and dawn, 193.

Order of the Passionate One: Church of the god of passion and wine, 213.

Order of the Pike: Priesthood of the god of war, tactics, and strategy, 204.

Order of Thought: Church of the god of wisdom, 205.

Orilaras I, Grand Duke: Current ruler of the Duchy of Dodera, 47.

Ospolen: The capital city of the Kingdom of Mendarn, 24.

Otekapu Fens: Swampy delta off the Elos Bay between Pekal and Tokis, 72.

Othgorr: Fhokki name for the god of nature, 207.

Overlord, The: A common name for the god of oppression and slavery, 214.

Owhzi: Svimohzish name for the god of fear and nightmares, 222.

Ozhvin(s): Resident(s) of Ozhvinmish, 149.

Ozhvinmish: Kingdom and largest of the Svimohzish nations that runs along the entire Svimohzish coast from Meznamish to Ahznomahn, 148.

Ozhvinmishii: Things which are of Ozhvinmish origin, 148.

P'Adis, Castle: Home of the Duke of O'Par, located in the western Shynako Hills, 51.

P'Bapar: City-state located on the east side of the Elenon mountain range, 86.

P'Bapar Pass: Sole accessible pass over the Legasa Peaks, 13, 86.

P'Lider River: East branch of the river system that drains the Obakasek Jungle, 73.

P'Lipu: Kalamaran name for the god of murder and revenge, 220.

P'Lobas River: West branch of the river system that drains the Obakasek Jungle, 73.

P'Lokur River: Northwest branch of the river system that drains the Obakasek Jungle, 73.

P'Rakeke: Kalamaran name for the god of hate and bigotry, 219.

P'Rofali: Kalamaran name for the god of peace and comfort, 194.

P'Rorul Peaks: Peaks that form the eastern limits of the Land of Tarisato, 71.

P'Rudekela Forest: Small forest on the Atageli River in the heart of Dodera, 68.

P'Sapas Hills: Foothills of the Ka'Asa Mountains in eastern Kalamar, south of the Alufalik Hills, 71.

P'Tikor Hills: Foothills of P'Rorul Peaks in eastern Tarisato, 71.

Paag: Reanaarese name for the goddess of prophesy, fate, and time, 208.

Pacifier, The: A common name for the god of peace and comfort, 194.

Pagalido: A town on the Kalamaran Sea in Tarisato, 241.

Pagari: Kalamaran name for the goddess of prophesy, fate, and time, 208.

Pagarog: Kalamaran name for the god of battle, berserking, courage, and chaos, 209.

Paketa: Paruvian city in the Kabela Downs, 106.

Paliba Woods: Large forest in central Kalamar, 68.

Par(i): Resident(s) of O'Par, 51.

Parish of Love: Church of the goddess of love and harmony, 195.

Parish of the Prolific Coin: Church of the goddess of money, business, and greed, 208.

Parnor Hills: Hills west of the Krimppatu Mountains, 167.

Paru'Bor: Principality located along the Renador River, between the Kalalali Forest and the Byth Mountains, 105.

Paruv(s): Resident(s) of Paru'Bor, 105.

Paruvian: Things originating in Paru'Bor, 105.

Passionate One, The: A common name for the god of passion and wine, 212.

Passionate Peoplehood, The: Priesthood of the god of passion and wine, 213.

Pavorr: Fhokki name for the god of thievery, gambling, and luck, 212.

Peaceful One, The: A common name for the god of peace and comfort, 194.

Peacemaker, The: A common name for the god of peace and comfort, 194.

Peacemakers, The: Priesthood of the god of peace and comfort, 195.

Peasor: Reanaarese name for the god of hate and bigotry, 219.

Pekal: Principality north of the Elos Bay, at war with Tokis, 53.

Pel Brolenon: Theocracy located between the Yan Elenon and Sliv Elenon mountain ranges, 27.

Pel Brolenon Marsh: The low stretch of land abutting the Straits of Svimohzia in southwestern Pel Brolenon, 33.

Pelsday: The 2nd day of the week, 233.

Pelselond: One of Tellene's three moons, 230.

Pestilent Ones, The: Priesthood of the god of disease, plague, and vermin, 221.

Pinini: Kalamaran name for the god of art, poetry, music, and humor, 198.

Pipido: Tokisian town located on the E'Liral River, just south of the Pipitul Woodlands, 64.

Pipitul Woodlands: Forest between Tokis, Pekal, O'Par, and Paru'Bor, 68.

Pirabi: Kalamaran name for the god of pain, torture, and cold, 216.

Plampern: Brandobian name for the god of travel and stars, 197.

Plondar: Brandobian name for the goddess of prophesy, fate, and time, 208.

Powermaster: A common name for the god of strength and medicine, 203.

Premolen: Eldoran city on the Brolador River, 21.

Prince of Carrion: A common name for the god of disease, plague, and vermin, 221.

Prince of Chance: A common name for the god of thievery, gambling, and luck, 212.

Prince of Pestilence: A common name for the god of disease, plague, and vermin, 221.

Prince of Solitude: A common name for the god of wanderers and loneliness, 210.

Prince of Suffering, The: A common name for the god of pain, torture, and cold, 216.

Prince of Terror: A common name for the god of fear and nightmares, 222.

Prince of Turmoil: A common name for the god of battle, berserking, courage, and chaos, 209.

Professor, The: A common name for the god of mathematics, science, invention, reasoning, and knowledge, 202.

Profiteers, The: Priesthood of the goddess of money, business, and greed, 208.

Profitmaker: A common name for the goddess of money, business, and greed, 208.

Prompeldia: City-state at the mouth of the Ek'Ridar River, commonly called the City of Thieves, 88.

Prophets, The: Priesthood of the goddess of prophesy, fate, and time, 209.

Protector of the Heart: A common name for the goddess of love and harmony, 195.

Provider of Famine: A common name for the god of famine, hunger, and starvation, 218.

Provider of Retribution: A common name for the god of murder and revenge, 220.

Pure One, The: A common name for the goddess of love and harmony, 195.

Purge of Tellene: A common name for the god of hate and bigotry, 219.

Purgers, The: Priesthood of the god of hate and bigotry, 219.

Queen Destiny: A common name for the goddess of prophesy, fate, and time, 208.

Queen of Green Pastures: A common name for the goddess of harvest, life, fertility, and agriculture, 194.

Queen of Inequity, The: A common name for the goddess of injustice, envy, and jealousy, 213.

Quickener, The: A common name for the god of strength and medicine, 203.

Raconteur: A common name for the god of art, poetry, music, and humor, 198.

Radiance: A common name for the goddess of day, light, and dawn, 193.

Ragarela, General Elmin: Brother-in-law to Brond Epseln, Chancellor of Ek'Gakel. General that foolishly started the Dejy wars, 77.

Ragil V, Prince: Current ruler of Paru'Bor, 105.

Rainbow Falls: Large waterfall in the Lopoliri Mountains, 73.

Raiser, The: A common name for the goddess of harvest, life, fertility, and agriculture, 194.

Ramataj Rock: Massive red sandstone formation in the Khydoban Desert, 141.

Ranadori: Kalamaran name for the god of

wanderers and loneliness, 210.
Ranaka: Kalamaran name for the god of discord, foul weather, and misfortune, 223.
Ranas: Brandobian name for the god of peace and comfort, 194.
Randolen: A city in the Brolador Forest of Eldor, 241.
Randor: Brandobian name for the god of wanderers and loneliness, 210.
Rannorr: Fhokki name for the god of wanderers and loneliness, 210.
Ranven: A town in Eldor on Edros Bay, 241.
Rapos II, King: Current ruler of Basir. His daughter, Princess Dela, actually runs the Kingdom, 44.
Ravarr: Fhokki name for the god of travel and stars, 197.
Ravisher: A common name for the god of vice and sloth, 224.
Reanaarese: Language of the Reanaarese, a human race, 180.
Reanaaria Bay: Large, deep bay in eastern Tellene, 141.
Red, The: A common name for the god of berserking, battle, chaos, and courage, 209.
Regorike: Kalamaran name for the goddess of harvest, life, fertility, and agriculture, 194.
Relivik: Kalamaran name for the god of freedom, liberty, and happiness, 197.
Renador Lakes: Large, shallow lakes in the Kalalali Forest, 99.
Renador River: This river flows from the Kabela downs and empties into the Banader River, 99.
Renewal: The 1st month of the year, 233.
Ridara River: The Ridara is the longest river on Tellene. It runs from the Shynako Hills to the Kalamaran Sea, 73.
Ridareta: A Kalamaran city in Dodera, 241.
Riftmaster, The: A common name for the god of magic, 206.
Rigel: Kalamaran name for the god of thievery, gambling, and luck, 212.
Rinukagh: Capital city of Norga-Krangrel, 84.
Rinwar, Fram: A cleric of the Oppressor who co-leads a group of Svimohz pirates with his brother, 174.
Rinwar, Frim: A wizard who co-leads a group of Svimohz pirates with his brother, 174.
Risk: A common name for the god of thievery, gambling, and luck, 212.
Rivers:
Agateli River, 73.
Badato River, 73.
Banader River, 99.
Brolador River, 33.
Crondor River, 33.
Dalmond River, 33.
Deshada River, 125.
Doreba River, 73.
Durbattum River, 167.
E'Korug River, 73.
E'Liral River, 73.
Ek'Ridar River, 99.
El'Korek River, 99.
Falikelopi River, 73.
Ivelo River, 167.
Izhoven River, 167.
Jendasha River, 125.
Jenshyta River, 125.
Jorakk River, 125.
Kylban River, 125.
Lendel River, 33.
Lower Byth River, 125.
Omdal River, 33.
P'Lider River, 73.
P'Lobas River, 73.
P'Lokur River, 73.
Renador River, 99.
Ridara River, 73.
Shyf River, 125.
Upper Byth River, 125.
Zhano River, 167.
Roatoov: Reanaarese name for the god of mathematics, science, invention, reasoning, and knowledge, 202.
Robuselido: A town in Ek'Gakel, 241.
Rohsowmi: Svimohzish name for the god of wanderers and loneliness, 210.
Rokalel Island: A rock-rimmed island in the delta of the Ridara River, home of Sobeteta, 44.
Rokk Woods: A hardwood forest on the northern edge of the Vrykarr range, 122.
Rolutel Forest: Forest near Bet Kalamar, 68.
Ronazagh: Kargi city south of the Zamul Forest, 157.
Roovao: Reanaarese name for the god of moons and beauty, 199.
Rorfadd: Fhokki name for the god of mercy, hope, and healing, 196.
Rosaleta: Kalamaran city on the Kalamaran Bay, 41.
Roshko: Dejy name for the god of mathematics, science, invention, reasoning, and knowledge, 202.
Rostak: Kalamaran name for the god of travel and stars, 197.
Rotlord: A common name for the god of disease, plague, and vermin, 220.
Rotovi: Kalamaran name for the god of mathematics, science, invention, reasoning, and knowledge, 202.
Rounai: Reanaarese name for the god of wanderers and loneliness, 210.
Rulakan: Son of King Ali and second ruler of Kalamar, 35.
Ruler of the Dead: A common name for the god of death and the underworld, 217.
Ruler of the Night: A common name for the god of dusk, darkness, and moonless nights, 215.
Ryakk Woods: Large hardwood forest in the Kakapela Hills, 68.
Ryjnar: Dejy name for the god of wanderers and loneliness, 210.
Rykker: Fhokki name for the goddess of the elements, 205.
Rynoshok: Capital of the Kingdom of Shynabyth, 108.
Rytarr Woods: Forest encircling Lake Jorakk, 122.
Saaniema: City on the western shore of Reanaaria Bay, 134.
Salido: A town in the Young Kingdoms, 241.
Salireta: A Kalamaran city on the Badato River, 241.
Saritido: A town in the Young Kingdoms, 241.
Salt Atoll: Halite reefs and atolls in Whimdol Bay, 99.
Sanakir Hills: Hills lying north of P'Bapar, 98.
Salirido: A Kalamaran town in Tokis, 241.
Sarr: A town in the Shyf Hills in Shynabyth, 241.
Sashoz: Svimohzish name for the god of freedom, liberty, and happiness, 197.
Scourge of Tellene: A common name for the god of pain, torture, and cold, 216.
Sea of the Dead: Common name of the Xaaboemio Sea. Haunted ocean south of the Khydoban Desert, 141.
Seas:
Brandobian Ocean, 33.
Kalamaran Sea, 73.
Svimohzia, Sea of, 167.
Xaaboemio Sea (Sea of the Dead), 141.
Secret Network of the Blue Salamander: An organization bent on world domination, 169.
Seekers of Sagacity: Priesthood of the god of wisdom, 205.
Seekers of the Three Strengths: Priesthood of the god of strength and medicine, 203.
Seenoor: Reanaarese name for the god of strength and medicine, 203.
Segeleta: Central Kalamaran city adjacent to the Paliba Woods, 42.
Sekhancha, Lost City of: 46.
Selanadi: Kalamaran name for the god of mercy, hope, and healing, 196.
Selandi: Brandobian name for the god of mercy, hope, and healing, 196.
Seller of Souls, The: A common name for the god of murder and revenge, 220.
Sender of Dread: A common name for the god of fear and nightmares, 222.
Senkan, Toth, Grand Theocrat: Head of the Order of Agony, leader of the Theocracy of Slen, 111.
Sentinel of Unbridled Rage: A common name for the god of battle, berserking, courage, and chaos, 209.
Sentinels Grove: A grove of massive trees deep within the Lendelwood. Also known as Falagadruila Thaeralandi, which in Low Elven means Sentinels Grove, 16.
Sentinels of the True Way : A group that seeks to destroy magic in all forms, 172.
Servants of the Swift Sword: Priesthood of the god of chivalry and valor, 190.
Sevyer: Dejy name for the god of thievery, gambling, and luck, 212.
Shackles: A common name for the god of oppression and slavery, 215.
Shada Hills: Eastern foothills of the Deshada Mountains, 125.
Shadesh Bay: Massive Bay in northern Tellene, 99.
Shaggar: A Kalamaran town in the Paliba Woods, 241.
Shahn III, King: Current ruler of Ozhvinmish, 149.
Shajody: Title for the monarch of the Kingdom of Thybaj, 115.
Shakota, Mount: Mountain where Kako-Gyr is situated, 111.
Shamnan: Svimohzish name for the god of wisdom, 204.
Shanano: Svimohzish name for the goddess of love and harmony, 195.
Shanoh: Svimohzish name for the god of art, poetry, music, and humor, 198.
Shanvim: Svimohzish name for the goddess of day, light, and dawn, 193.
Shanydefyn: Dejy name for the goddess of harvest, life, fertility, and agriculture, 194.
Shapirozh: Svimohzish name for the god of mathematics, science, invention, reasoning, and knowledge, 202.
Shardar: Dejy name for the goddess of prophesy, fate, and time, 208.
Sharynath: Dejy name for the goddess of day, light, and dawn, 193.
Shashyf Hills: Hills east of the Krond Heights, 99.
Shathy: Dejy name for the god of disease, plague, and vermin, 221.
She Who Sees All: A common name for the goddess of prophesy, fate, and time, 208.
Shimmering One, The: A common name for the god of moons and beauty, 199.
Shimz: Svimohzish name for the god of moons and beauty, 199.
Shining One, The: A common name for the goddess of day, light, and dawn, 193.
Shodaf: Dejy name for the god of travel and stars, 197.
Shoniz: Svimohzish name for the god of mercy, hope, and healing, 196.
Shosan-Haasav, Mayor: The kobold mayor of Shrogga-Pravaaz, 95.
Shozhor: Svimohzish name for the god of honor, oaths, and ethics, 192.
Shozor: Svimohzish name for the god of strength and medicine, 203.
Shrogga-Pravaaz: Kobold owned city-state on the Elos Bay's western coastline, 95.
Shyf Hills: Hills lying east of the Kabela Downs, 125.
Shyf River: River running from the Shyf Hills to Lake Adesh, 125.
Shyff: City-state located on the northern coast of Reanaaria Bay, 121.
Shyja, Prince: Ruler of the city-state of Thygasha, 135.
Shynabyth: Kingdom in the Wild Lands, bordered by Paru'Bor and Slen, 107.
Shynadyr: Dejy name for the god of famine, hunger, and starvation, 218.
Shynako Hills: Hills between the Byth and Kakidela Mountain ranges, 125.
Shyta-na-Dobyo: City-state located in the Young Kingdoms, on the Shadesh Bay, 90.
Shyta-Thybaj: Capital of Thybaj, 115.
Silent Slayer, The: A common name for the god of murder and revenge, 220.
Silver Dragon: Ancient coin of Kalamar in use during the reign of Emperor

Thedorus, 36.
Silver Sand: Hallucinogenic silver substance found only near Thygasha, 135.
Siriumno: Svimohzish name for the god of war, tactics, and strategy, 204.
Sisalasido: Town in southern Ek'Gakel, 78.
Sitiri: Kalamaran name for the god of strength and medicine, 203.
Skarrna: Country located south of Drhokker, 110.
Skrokkor: Fhokki name for the god of murder and revenge, 220.
Skryvalkkers: Title for local rulers in the Lands of Skarnna, 110.
Slayer of Morals: A common name for the god of vice and sloth, 224.
Slayer of the Inferior: A common name for the god of hate and bigotry, 219.
Slazhozh: Svimohzish name for the god of hate and bigotry, 219.
Slen: Dejy name for the god of pain, torture, and cold, 216.
Slen, Theocracy of: Northern nation that evolved from the Ministry of Misery. Located on the slopes of the Deshada Mountains, 111.
Sliv Elenon Mountains: Southernmost arm of the mighty Elenon Mountain Range, 98.
Sliv Elenon Rise: These hills mark the southeastern terminus of the Sliv Elenon Mountains, 99.
Slivers, Gremply, Mayor: Current ruler of Prompeldia, 88.
Slompelna: Brandobian name for the goddess of restful sleep, dreams, and aspirations, 200.
Slowdeath: A common name for the god of pain, torture, and cold, 216.
Sobakaseta: A Kalamaran city near the E'Liral River, 241.
Sobati: Kalamaran name for the god of law, order, and cities, 201.
Sobeteta: A Kalamaran port city, 43.
Sodomizer of All: A common name for the god of vice and sloth, 224.
Sohadowah: Svimozhish name for the goddess of restful sleep, dreams, and aspirations, 200.
Solitary Traveler, The: A common name for the god of wanderers and loneliness, 210.
Sorcerer Supreme: A common name for the god of magic, 206.
Sotai Gagalia Headlands: Hills that lie between the Counai Heights and Reanaaria Bay, 141.
Sovereign Lands: A commonly used term referring to the civilized lands on Tellene, 2.
Speaker of the Word, The: A common name for the god of honor, oaths, and ethics, 192.
Stokkerr: Fhokki name for the god of strength and medicine, 203.
Storm Lord, The: A common name for the god of storms, thunder, and lightning, 211.
Straits of Svimohzia: Straits separating the Svimohzish Isle from the main continent, 167.
Strategist, The: A common name for the god of war, tactics, and strategy, 204.
Strocor: Brandobian name for the god of strength and medicine, 203.
Stryjor: Dejy name for the god of strength and medicine, 203.
Sultan of Fear: A common name for the god of fear and nightmares, 222.
Svimohzia: The massive island dominating the southwestern portion of the continent of Tellene, 143.
Svimohzia, Sea of: Ocean off of the southwest coast of the Svimohzish Isle. This sea marks the far edge of the known world, 167.
Svimohzish: Language of the Svimohz, a human race, 181.
Svimohzish Isle: Name for the massive island dominating the southwestern portion of the continent of Tellene, 143.
Svishozh : Svimohzish name for the goddess of justice and truth, 192.
Svomawhom Forest: Dangerous forest east of the Imomena Hills, 164.
Svomwhi: Northernmost Zazahnii city on the Izhoven River, 160.
Swowmahni: Capital city of eastern Ohzvinmish, 151.
Swift Sword, The: A common name for the god of chivalry and valor, 190.
Swiftstrike, Kolaar: An evil wizard who rules over the pirate controlled islands of Reanaaria Bay, 174.
Sword of Kings: Famous weapon of Emperor Thedorus of Kalamar, 39.
Sytherr: Fhokki name for the god of wisdom, 204.
Tagaleta: A city in the Kakapela Hills of O'Par, 241.
Takkarkk: Fhokki name for the goddess of injustice, envy, and jealousy, 213.
Taladari: Kalamaran name for the goddess of home, industriousness, and marriage, 191.
Tandarr: Fhokki name for the goddess of prophesy, fate, and time, 208.
Tanezh Mountains: Mountains marking the eastern edge of Meznamish, 166.
Tannar: Fhokki name for the god of fear and nightmares, 222.
Tarisato: Kalamaran-owned lands south of the E'Korug River and north of the Obakasek Jungle, 56.
Tellene: The continent to which this tome relates, 5.
Tempestions: Priesthood of the god of storms, thunder, and lightning, 211.
Temple of Armed Conflict: Church of the Old Man, god of war, tactics, and strategy, 204.
Temple of Enchantment: Church of the god of magic, 206.
Temple of Sleepless Nights: Church of the god of fear and nightmares, 222.
Temple of Strife: Church of the god of discord, foul weather, and misfortune, 223.
Temple of the Patient Arrow: Church of the goddess of hunting, archery, and patience, 200.
Temple of the Stars, The: Church of the Traveler, god of travel and the stars, 197.
Temple of the Three Strengths: Church of the god of strength and medicine, 203.
Tenacious Bowman, The: A common name for the goddess of hunting, archery, and patience, 200.
Thananany: Dejy name for the god of hate and bigotry, 219.
Tharakka Morass: Dark, overgrown swamp in Norga-Krangrel, 98.
Tharggy: Queendom located between Dodera and Thybaj, 113.
Tharggy, King: First king of Tharggy, 113.
Tharokken, Brottar, Mayor: Mayor of a small Drhokkeran town who initially proposed the treaty that bears his name, 102.
Theater of the Arts, The: Church of the Raconteur, god of art, poetry, music, and humor, 198.
Thedorus I, King: Renowned Emperor of Kalamar, 37.
Thehzno: Svimohzish name for the god of oppression and slavery, 215.
Thokkarr: Fhokki name for the goddess of home, industriousness, and marriage, 191.
Thunderer, The: A common name for the god of storms, thunder, and lightning, 211.
Thunderer's Temple, The: Church of the god of storms, thunder, and lightning, 211.
Thybaj: Monarchy east of Tharggy and southwest of Drhokker, 115.
Thydorr: Fhokki name for the god of discord, foul weather, and misfortune, 223.
Thygasha: Large city located on the edge of the Khydoban Desert, 135.
Thygokk: Fhokki name for the god of war, tactics, and strategy, 204.
Thyjyk: Dejy name for the goddess of the elements, 205.
Togeseta: A Kalamaran city on the Badato River, 241.
Tokis: Large Kingdom in the Kalamaran Empire, 60.
Torakk: Fhokki lands located west of Lake Jorakk, 116.
Trarr: Fhokki city located where the Jendasha River meet the Jorakk, 104.
Traveler, The: A common name for the god of travel and stars, 197.
Trondar: Dejy name for the goddess of home, industriousness, and marriage, 191.
True, The: A common name for the goddess of justice and truth, 192.
Truthseekers: Priesthood of the goddess of justice and truth, 193.
Tykhor: Fhokki name for the god of magic, 206.
Tyrant of Tellene: A common name for the god of oppression and slavery, 214.
U'Rudaketa: Tokisian city on the Elos Bay, 65.
Ubikokeli Highlands: Hills in Basir, 71.
Ucea Island: Rocky island east of the city of Saaniema, 134.
Udo Bog: Small swamp in southern Pekal, 72.
Ukadoran II, Duke: O'Paran ruler that declared independence from Kalamaran rule, 51.
Ul-Karg: Hobgoblin nation located in the western portion of the Svimohzish Isle, 155.
Unseen One, The: A common name for the god of murder and revenge, 220.
Unvolen: Eldoran city on the edge of the Lendelwood forest, 22.
Upholder, The: A common name for the god of law, order, and cities, 201.
Upper Byth River: River originating in the Byth Mountains and terminating at Lake Adesh, 125.
Uursu Springs: Hot mineral springs located in the Sotai Gagalia Headlands, 141.
Valiant, The: A common name for the god of chivalry and valor, 190.
Var: Title for a cleric of the Shimmering One, 199.
Varmorr: Torakki town on the northern shores of Lake Adesh, 116.
Vasau: Reanaarese name for the god of fear and nightmares, 222.
Veiled Priesthood, The: Priesthood of the god of murder and revenge, 220.
Velmn: Brandobian name for the god of oppression and slavery, 215.
Vengeful One, The: A common name for the god of murder and revenge, 220.
Veseln, Endremin, King: First King of the Kingdom of Cosdol, 14.
Veshday: The 7th day of the week, 233.
Veshemo: The largest of the three moons of Tellene, 230.
Veuxoo: Reanaarese name for the god of discord, foul weather, and misfortune, 223.
Vevisalakale: Silver Dragon mount of the legendary Kalamaran Paladin Rovak Fen'Doral, 37.
Vhohmi III, King: Last King of Meznamish to control the majority of the Svimohzish Isle, 143.
Vhott: A town in the Rokk Woods in Thybaj, 241.
Vicelord, The: A common name for the god of vice and sloth, 224.
Vicelords: Priesthood of the god of vice and sloth, 224.
Vilik I, Emperor: First Emperor of the Bakar Dynasty. Seized the Kalamran throne and eliminated the Inakas line, 37.
Vimanshimozh: Svimohzish name for the god of storms, thunder, and lightning, 211.
Vinahn, Citadel of: Residence of the king of Ozhvinmish, 149.
Vindicator, The: A common name of the god of murder and revenge, 220.
Violator of the Pure: A common name for the god of vice and sloth, 224.
Vishnozh: Svimohzish name for the goddess of hunting, archery, and patience, 200.
Vlad: Brandobian name for the god of war, tactics, and strategy, 204.
Vohven Jungle: Massive jungle covering the southern portions of the Svimohzish Isle, 166.
Voldor Bay: Foggy inlet near Cosdol, 33.
Voldorwoods: Coniferous forest on the north side

of Voldor Bay, 32.
Voleln, King: Brandobian King who conquered the Young Kingdoms and established the Eastern Brandobian Empire, 75.
Voomau: Reanaarese name for the god of dusk, darkness, and moonless night, 216.
Voritti Island: Large Skarrnid island on Reanaaria Bay, 111.
Vorr: Fhokki name for the god of chivalry and valor, 190.
Vortakk: Fhokki name for the god of law, order, and cities, 201.
Voyager, The: A common name for the god of travel and stars, 197.
Vrandol: Mendarn colony on the westernmost tip of Svimohzia, 162.
Vrendolen: Capital city of Pel Brolenon, devoted to the Overlord, 29.
Vrilnan: Brandobian name for the goddess of justice and truth, 192.
Vry Naasu Headlands: Barren, rocky hills on the northwestern shore of Reanaaria Bay, 141.
Vrykarr Mountains: Northeastern arm of the Ka'Asa Mountains, 124.
Vrykorr: Fhokki name for the god of storms, thunder, and lightning, 211.
Wanderer, The: A common name for the god of wanderers and loneliness, 210.
Warven II, King: Current ruler of Meznamish, 147.
Watcher, The: A common name for the god of wanderers and loneliness, 210.
Watchers, The: Priesthood of the god of wanderers and loneliness, 210.
Wave Crusher: A common name for the goddess of the elements, 205.
Way of the Berserk, The: Church of the god of battle, berserking, courage, and chaos, 209.
Wazh-anh II, King: Last King of Zazahni. Wazh-anh was assassinated in his sleep, 158.
Wejryn: Dejy name for the god of peace and comfort, 194.
Welpremond Downs: Rolling, grassy hills just west of the Elenon Mountains, 33.
Welren Endremin, Archmage: Current King of Cosdol, 14.
Wemahn III, Pasha: Current ruler of Ehzhimahn, 93.
Wetlands:
Alubelok Swamp, 72.
Avdoron Mires, 33.
DuKem'p Swamp, 98.
Ehniven Marsh, 167.
Ep'Sarab Swampland, 72.
Erasar'Kol Marsh, 72.
Ivez Estuary, 167.
Kannej Swamp, 125.
Legesep Lowlands, 72.
Mewhi Marshes, 167.
Otekapu Fens, 72.
Pel Brolenon Marsh, 33.
Tharakka Morass, 98.
Udo Bog, 72.
Whiven Marsh, 167.
Weyyel: Brandobian name for the god of storms, thunder, and lightning, 211.
Whenhesh: Svimohzish name for the god of chivalry and valor, 190.
Whimdol Bay: Bay on the southern shores of the Elos Desert, 99.
Whisvomi Forest: A subtropical Forest on the western slopes of the Dashahn Mountains on the Isle of Svimohzia, 166.
Whisvomi Hills: Hills on the western slopes of the Dashahn Mountains, 167.
Whiven Marsh: Swampland bordering the Brandobian Ocean, on the northwestern shores of the Svimohzish Isle, 167.
Willowwood: This bog, also known as the Ep'Sarab Swampland, is located in the Kalasali Woods where the Falikelopi River merges with the Badato, 72.
Wimish: A Zazahni city on the Izhoven River, 241.
Windy Straits, see Straits of Svimohzia.
Wise One, The: A common name for the god of wisdom, 204.
Wiulee: Reanaarese name for the goddess of hunting, archery, and patience, 200.
Xaaboemio Sea: 141.
Xaarum: Reanaarian city state on the Zoan Peninsula, 137.
Xeakue: Reanaarese name for the god of disease, plague, and vermin, 221.
Xiznoom: Reanaarese name for the god of death and the underworld, 217.
Yan Elenon Mountains: The southwestern fork of the Elenon Mountains, 32.
Yejda: Dejy name for the god of art, poetry, music, and humor, 198.
Yelajod: Dejy name for the god of freedom, liberty, and happiness, 197.
Yendaj: Dejy name for the goddess of restful sleep, dreams, and aspirations, 200.
Yewaji: Dejy name for the goddess of love and harmony, 195.
Yielder to None: A common name for the god of oppression and slavery, 215.
Yordon Sound: A bay in northern Eldor, 33.
Zael: Reanaarese name for the god of murder and revenge, 220.
Zamul Forest: A forest in the northern reaches of Ul-Karg, 166.
Zazahni: Kingdom in central Svimohzia. Currently kingless and in a state of civil war, 158.
Zazimash: Svimohzish name for the god of death and the underworld, 217.
Zeenoa: Reanaarese name for the goddess of the elements, 205.
Zenith, Wizard: Head of the famous Bet Rogalan College of Magic, 10, 54.
Zenshahn: Westernmost Zazahni city located on the Zhano-mewhi Bay, 161.
Zha-nehzmish: Capital of Ahznomahn, 144.
Zhamaz: Svimohzish name for the god of discord, foul weather, and misfortune, 223.
Zhano Headlands: The northern terminus of the Dashahn Mountains, 167.
Zhano River: A minor river in northern Meznamish, 167.
Zhano-Mewhi Bay: A large bay near Ul-Karg characterized by black sand beaches, 167.
Zhanohven: A Zazahni city on Svimohzia, 241.
Zhanvim: Svimohzish name for the god of dusk, darkness, and moonless nights, 216.
Zhazaz: Svimohzish name for the god of famine, hunger, and starvation, 218.
Zoa: Largest and southernmost city-state in the Reanaaria Bay area, 138.
Zohszi: Svimohzish name for the god of vice and sloth, 224.
Zomo-wim: Ozhvinmishii city near the Awhom Forest, 154.
Zoolaa: Reanaarese name for the goddess of injustice, envy, and jealousy, 213.
Zymur: Dejy name for the god of passion and wine, 212.

Kingdoms of Kalamar

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MAP SET

This map is the eastern portion of the continent of Tellene. The western half is located between pages 192 & 193. A calibrated hex grid overlay to be used for measuring distances on these maps can be found between pages 256 & 257. This feature was incorporated so as not to mar the intrinsic beauty of the maps with a hexagonal grid.

Should there be any residual glue left on the maps after removal, you can sprinkle a bit of talc [baby powder] on the glue. This will eliminate any tackiness and make it easy to rub the glue off with your fingers.

Check out **http://www.kenzerco.com** for updates on the **Kingdoms of Kalamar**™ fantasy campaign setting.

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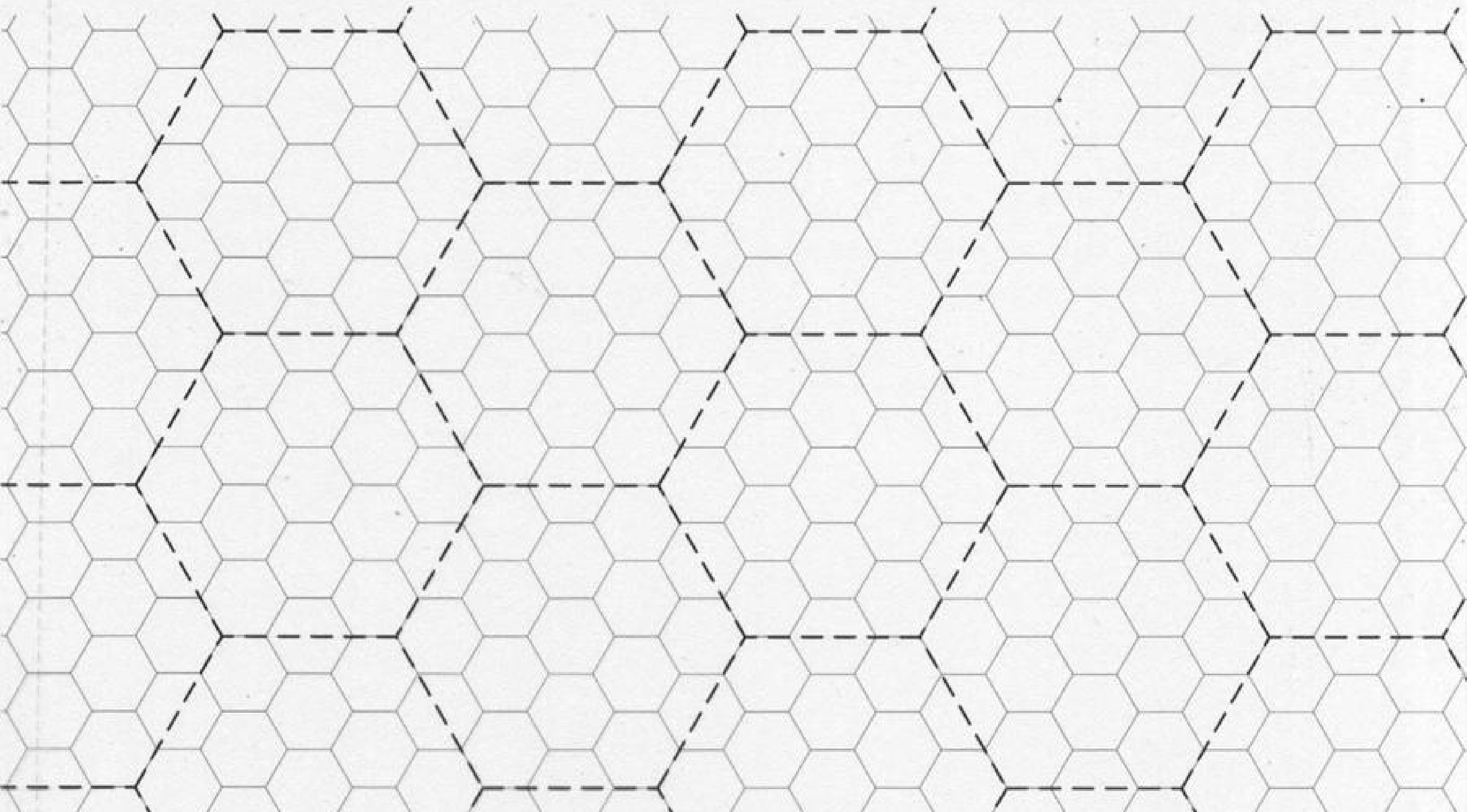
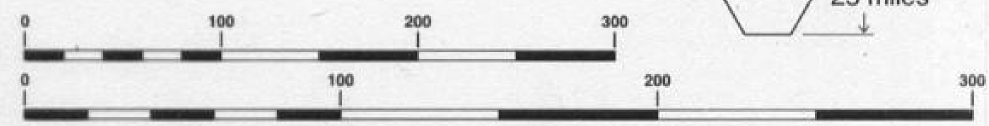


Use this hex grid overlay to measure distances on the Kingdoms of Kalamar main map.



Scale = 1:3,835,000

One centimeter represents approximately 38 kilometers

One inch represents approximately 60 miles

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N
W
E
S
Brandobian
Ocean
Elos Desert
Korak
Straits of Svimohzia
Ul-Kara
Sea of Svimohzia
Jorakk Mountains
Lake Jorakk
Torakk
Shynabyth
Tharggy
Thybaj
Pekal
Dodera
Tokis
Kalamar
Reanaaria Bay
Khydoban Desert
Sea of the Dead
Kalamaran Sea
Dungeons & Dragons
Kingdoms of Kalamar
Key

N
W
E
S
Shades Bay
Alderwoods
Voldor Bay
Candol
Korak
Ek'Kasel
Brandobian
Ocean
Eldor
Edron Bay
Norga-Krangrel
Mendarn
Elos Desert
Pel Brolenon
Whimdol Bay
Straits of Svimohzia
Meznamish
Ozhvinmish
Zazahni
Ul-Karg
Ahznomahn

Jorakk Mountains
Torakk
Lake Jorakk
Slen
Lake Adesh
Shynabyth
Drhokker
Paru'Bor
Koreta
Tharggy
Thybaj
Skarrna
O'Par
Pekal
Dodera
Tokis
Khydob
Deser
Reanaaria
Bay
Basir
Kalamar
Tarisato
Sea
of the
Dead

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